



STIC Search Results Feedback Form

EIC 3700

Questions about the scope or the results of the search? Contact *the EIC searcher* or contact:

John Sims, EIC 3700 Team Leader
308-4836, CP2-2C08

Voluntary Results Feedback Form

➤ I am an examiner in Workgroup: Example: 3730

➤ Relevant prior art **found**, search results used as follows:

- 102 rejection
- 103 rejection
- Cited as being of interest.
- Helped examiner better understand the invention.
- Helped examiner better understand the state of the art in their technology.

Types of relevant prior art found:

- Foreign Patent(s)
- Non-Patent Literature
(journal articles, conference proceedings, new product announcements etc.)

➤ Relevant prior art **not found**:

- Results verified the lack of relevant prior art (helped determine patentability).
- Results were not useful in determining patentability or understanding the invention.

Comments:

Drop off or send completed forms to STIC/EIC3700 CP2 2C08



ASRC Searcher: Jeanne Horrigan

Serial 10/028335

April 12, 2004

1

File 350:Derwent WPIX 1963-2004/UD,UM &UP=200419

File 347:JAPIO Nov 1976-2003/Dec(Updated 040402)

File 371:French Patents 1961-2002/BOPI 200209

Set	Items	Description
S1	17	AU='STAMM J':AU='STAMM J H'
S2	1522	AU='JOHNSON J':AU='JOHNSON J W L'
S3	1	S1 AND S2
S4	68	BRAIN(N)DEVELOP?
S5	1	S1:S2 AND S4
S6	0	S5 NOT S3
S7	42408	CHILD OR CHILDREN
S8	11	S1:S2 AND S7
S9	10	S8 NOT S4
S10	10	S8 NOT S3

3/34/1 (Item 1 from file: 350)

DIALOG(R)File 350:Derwent WPIX

(c) 2004 Thomson Derwent. All rts. reserv.

015646763 **Image available**

WPI Acc No: 2003-708946/200367

Brain developing method, involves selecting activity item, focusing attention of child on interactive play session with caregiver, modeling, and prompting child to perform selected activity

Patent Assignee: JOHNSON J (JOHN-I); STAMM J (STAM-I)

Inventor: JOHNSON J ; STAMM J

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 20030118975	A1	20030626	US 200128335	A	20011221	200367 B

Priority Applications (No Type Date): US 200128335 A 20011221

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 20030118975	A1		28	G09B-019/00	

Abstract (Basic): US 20030118975 A1

NOVELTY - The method involves obtaining a system that targets a predetermined stage of development, and selecting an activity item (104), which stimulates the brain development. The attention of the child is focused on an interactive play session with a caregiver. A selected activity is modeled to instruct the child to carry out the activity. The child is then prompted to perform the activity.

DETAILED DESCRIPTION - An INDEPENDENT CLAIM is also included for a system for facilitating early child development.

USE - Used for promoting child brain development.

ADVANTAGE - The method provides a pragmatic approach for interaction with a caregiver. The method also enables the caregiver to provide the child with a stimulating environment containing purposeful activities in a playful, interactive context.

DESCRIPTION OF DRAWING(S) - The drawing shows a system for facilitating early childhood brain development.

Activity items. (104)

pp; 28 DwgNo 1/8

Derwent Class: P85

International Patent Class (Main): G09B-019/00

10/26, TI/1 (Item 1 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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015405276

WPI Acc No: 2003-467417/200344

Modular, extendable toy bank for storing coins, has connector rings for attaching head portion, body portion segments, and tail portion to one another so that chambers of portions and segments form single interior chamber

10/26, TI/2 (Item 2 from file: 350)

DIALOG(R) File 350:Derwent WPIX

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014358549

WPI Acc No: 2002-179250/200223

Personal accessory baggage for use as e.g. child 's knapsack, has recording/playback device sized to less than thirty percent of baggage available carrying volume

10/26, TI/4 (Item 4 from file: 350)

DIALOG(R) File 350:Derwent WPIX

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012711139

WPI Acc No: 1999-517248/199943

Magnetic toy vehicle for children

10/26, TI/8 (Item 8 from file: 350)

DIALOG(R) File 350:Derwent WPIX

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003607441

WPI Acc No: 1983-F5639K/198317

Trampoline-like play device - has flexible or rigid sheet attached to inflatable annular support

10/26, TI/9 (Item 9 from file: 350)

DIALOG(R) File 350:Derwent WPIX

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002349950

WPI Acc No: 1980-F6400C/198026

Child 's toy formed from four hinged cubes - can be folded in different ways to reveal new patterns (NL 13.6.80

10/26, TI/10 (Item 10 from file: 350)

DIALOG(R) File 350:Derwent WPIX

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001935424

WPI Acc No: 1978-G4687A/197833

Prismatic interlocking structural module - has triangular prismatic elements arranged so that quadrangular sidewalls form common quadrangular walls

File 348:EUROPEAN PATENTS 1978-2004/Apr W01

File 349:PCT FULLTEXT 1979-2002/UB=20040401,UT=20040325

Set Items Description

S1 1 AU='JOHNSON JANET SUSAN'

[Stamm not listed in author index]

1/3,AB/1 (Item 1 from file: 348)

DIALOG(R)File 348:EUROPEAN PATENTS

(c) 2004 European Patent Office. All rts. reserv.

00077293

Apparatus for determining relationships between elements in accordance with shared attributes.

Gerat zur Bestimmung der Beziehungen zwischen Elementen in Bezug auf gemeinsame Merkmale.

Appareil pour determiner les rapports entre des elements selon leurs attributs partages.

PATENT ASSIGNEE:

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(applicant designated states: DE;FR;GB;IT)

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Holborn, London WC1V 7PZ, (GB)

PATENT (CC, No, Kind, Date): EP 67057 A2 821215 (Basic)

EP 67057 A3 830810

APPLICATION (CC, No, Date): EP 82302908 820604;

PRIORITY (CC, No, Date): US 270479 810604

DESIGNATED STATES: DE; FR; GB; IT

INTERNATIONAL PATENT CLASS: G06F-015/336;

ABSTRACT EP 67057 A2

Apparatus for determining relationships between elements in accordance with shared attributes.

An attribute matrix AM is tiled from an input device I/P with a table indicating, for each of a plurality of elements, which of a set of attributes that element possesses. From this table, a match is calculated for every distinct pair of elements, giving the number of attributes (presence or absence) shared by the two elements, and the matches are stored in a match matrix MM. For each pair of elements, a correlation value is then calculated from the match matrix, giving the degree to which the corresponding two columns (or rows) of the match matrix are correlated, and stored in a correlation matrix CM. The two elements with the highest correlation are then combined, and the alternate calculation of a fresh match matrix and the associated correlation matrix continued until only two collapsed elements remain. The results are stored in a result list store RLIST, and an output matrix is then generated in a matrix store OM. The contents of the OM are then displayed, in a tree form showing the successive combination, by an output device O/P.

ABSTRACT WORD COUNT: 193

LANGUAGE (Publication,Procedural,Application): English; English; English

File 1:ERIC 1966-2004/Mar 31
File 121:Brit.Education Index 1976-2004/Q1
File 437:Education Abstracts 1983-2004/Mar

Set	Items	Description
S1	1	AU='STAMM, JILL'
S2	4	AU='JOHNSON, J' OR AU='JOHNSON, J.'
S3	32	AU='JOHNSON, JANET':AU='JOHNSON, JANET W.'
S4	36	S1:S3
S5	32	RD (unique items)
S6	1	S1 AND S2:S3
S7	0	S1 NOT S6
S8	31	S5 NOT S6
S9	31	Sort S8/ALL/PY,A
S10	6729	BRAIN
S11	0	S8 AND S10
S12	288622	CHILD???
S13	6	S8 AND S12

6/7/1 (Item 1 from file: 437)

DIALOG(R)File 437:Education Abstracts

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Map edges: focal points for facilitating text recall

Verdi, Michael P

Stamm, Jill ; Johnson, Janet T

Contemporary Educational Psychology (Contemp Educ Psychol) v. 26 no2 (Apr. 2001) p. 211-26

DOCUMENT TYPE: Feature Article ISSN: 0361-476X

ABSTRACT: In two experiments undergraduate students were shown maps with features located either along an edge or within the interior of the map. Next, participants were asked to read a related text. Thereafter, they were asked to recall as much of the text information as possible and to reconstruct the map. In both experiments, the results consistently showed that students recall significantly more information when features are located along the edges of the maps. These findings will help give teachers and designers of classroom displays a better understanding of how to create maps that will facilitate the recall of related information. Copyright 2001 Academic Press. .

13/6/1 (Item 1 from file: 1)

00265046 ERIC NO.: ED119840 CLEARINGHOUSE NO.: PS008404

Visual and Verbal Memory Processes in **Children** 's Paired-Associate Learning.

August 1975 (19750800)

13/6/2 (Item 2 from file: 1)

00257773 ERIC NO.: ED112567 CLEARINGHOUSE NO.: EC073754

Initial Characteristics and Short Term Changes of Boys Enrolled in a Physical Developmental Clinic.

1975 (19750000)

13/6/3 (Item 3 from file: 1)

00079406 ERIC NO.: EJ034392 CLEARINGHOUSE NO.: AA509005

Affecting the Behavior of Retarded **Children** with Music

1971 (19710000)

13/6/5 (Item 2 from file: 437)

ASRC Searcher: Jeanne Horrigan
Serial 10/028335
April 12, 2004

5

0624064 H.W. WILSON RECORD NUMBER: BEDI99034892
Ethics: point-counterpoint
19990000

13/6/6 (Item 3 from file: 437)
0120756 H.W. WILSON RECORD NUMBER: BEDI87025565
**Perception of humor by regular class students and students with learning
disabilities or mild mental retardation**
19871100

13/7/4 (Item 1 from file: 437)
DIALOG(R)File 437:Education Abstracts
(c) 2004 The HW Wilson Co. All rts. reserv.
**How can and will society and communities support the development of our
children ?**
Huebner, Angela
Johnson, Janet M
Journal of Family and Consumer Sciences (J Fam Consum Sci) v. 92 no5
(2000) p. 23-4
DOCUMENT TYPE: Feature Article ISSN: 1082-1651
ABSTRACT: A point/counterpoint article on how society and communities can
and will support **children 's** development is presented.

File 635:Business Dateline(R) 1985-2004/Apr 09
File 621:Gale Group New Prod. Annou. (R) 1985-2004/Apr 09
File 16:Gale Group PROMT(R) 1990-2004/Apr 09
File 160:Gale Group PROMT(R) 1972-1989
File 492:Arizona Repub/Phoenix Gaz 19862002/Jan 06

Set	Items	Description
S1	2	JILL() STAMM
S2	232	JANET() JOHNSON
S3	2	S1 AND S2
S4	2	RD (unique items)
S5	0	S1 NOT S3
S6	19430	BRAIN AND (CHILD??? OR INFANT? ? OR BABY OR BABIES)
S7	4	S2 AND S6
S8	2	S7 NOT S3 [not relevant]
S9	923733	CHILD??? OR INFANT? ? OR BABY OR BABIES
S10	5554390	DEVELOP?
S11	42	S2 AND S9
S12	8	S10 AND S11
S13	6	S12 NOT (S3 OR S7)
S14	6	RD (unique items) [not relevant]

4/7/2 (Item 2 from file: 492)

DIALOG(R) File 492:Arizona Repub/Phoenix Gaz
(c) 2002 Phoenix Newspapers. All rts. reserv.
10578347

INSTITUTE GIVES BABIES A BOOST PROGRAM AIMS TO IMPROVE DEVELOPMENT

Arizona (AR

) - Saturday, March 18, 2000

By: Mary Ellen Collins, Special for The Republic

Edition: Final Section: Sun Cities/Surprise Community Page: 2

Word Count: 981

TEXT:

Have you ever wondered why babies put everything in their mouths? It's because their tongues and lips have twice as many nerve endings as their fingertips.

Babies start exploring the world from the moment they're born, and scientific research has proved that their brains develop earlier and more dramatically than previously believed.

At the New Directions Institute for Infant Brain Development, parents and caregivers are learning simple, practical ways to boost babies' intellectual and emotional development by understanding how their brains function.

In January, the institute expanded its training program to include 42 teachers in 20 schools throughout Arizona. The First Teacher Project, a three-year effort funded by the Arizona Community Foundation, is designed to disseminate the message about infant brain development to a much wider audience.

Teachers are being trained to create and deliver informational sessions on techniques to promote brain development. Any parents of children from birth to 5 years old who live within a school's attendance area may attend these free sessions.

Institute President Jill Stamm said, "Findings from research facilities such as Baylor College of Medicine, Harvard and the Yale Child Study Center have proven that connections in the brain are developed between birth and three years.

"Technological advances have made it possible to observe the brain as it

works, and one can see the long-term structural abnormalities of children who were deprived of consistent care and language exposure. Providing babies with enriching experiences actually allows us to form their brains."

Stamm and institute Vice President **Janet Johnson** hold doctorates in learning from Arizona State University and have published and lectured extensively on infant brain development. Stamm is a clinical professor in the division of psychology in education at ASU, and Johnson is faculty chairwoman of education for Rio Salado College.

When they founded the non-profit institute in 1998 with an initial grant from the Arizona Community Foundation, their mission was to collect the latest brain research, translate it into practical applications and disseminate the message that the first years of life are vital to a child's future success.

Catherine Kirk, director of ASU West's Child Development and Family Studies Center said, "The growth and development of a child is truly a dance between nature and nurture, and the more positive, nurturing experiences a young child has with a caring adult, the better. The phrase 'rich experiences do produce rich minds' couldn't be more true, and I think the institute is doing extremely valuable work by getting this message out."

In June, Stamm and Johnson launched the Mother as Baby's 1st Teacher Project, which paired volunteer mentors with 25 mothers ages 13-17 who kept their babies and stayed in school. Mentors made a one-year commitment, attended training sessions on brain research and learned how to teach the young mothers ways to help their babies' brains develop normally.

"All five senses need to be stimulated if learning is to take place," said Johnson, "so we teach things as basic as simply talking to babies. It has been tracked and proven that infants who hear more language ultimately do better with reading and language development in school. Similarly, using the fingers to pick up Cheerios develops fine motor skills that will help with holding a pencil and learning to write; and stacking nesting measuring cups stimulates math and science skills."

Janette Ortega, a high school senior who is mother to 10-month-old Aaron, credits the program for exposing her to a wealth of new information.

"My mentor, Kathy, has taught me so many things I never knew, like how important it is to read to a baby even when he's too young to understand," Ortega said.

Kathy Warring, a 30-year-old psychology major who will graduate from ASU West in May, was also a teenage mother and finds mentoring Janette a very rewarding experience.

"I had a lot of familial support when I had my first child, and I've been looking for an opportunity to provide that kind of support for someone else," she said. "Janette is such an inspiration, because she dispels all of the stereotypes people have about teen mothers. She's strong and independent and works very hard to juggle school, a job, and being a good mother."

April Nguyen, 22, is a student at Grand Canyon University who became a mentor after working for Johnson during the institute's early days. She has been able to incorporate the techniques she learned into her own experience as a new mother as well as teaching them to Brandi Osborn, 16.

"Brandi is a wonderful mom, and I feel proud of her accomplishments," she said. "When Brandi finishes high school, seeing her graduate will be a very proud moment for me."

Osborn called Nguyen "caring and devoted" and noted: "She even made a book to remind me how to talk and play games with Joseph. I see a big difference in the way he responds to me."

The message of the institute, which is funded by the Arizona Community Foundation, the St. Luke's Board of Visitors and the Nina Mason Pulliam Charitable Trust, is simple:

"Children are our most precious resource, and we have the capacity to give them a tremendous learning advantage. Anyone can do it. It's never too early to start. And the results are priceless."

For more information about New Directions Institute, call (602) 371-1366. The institute is at 2432 W. Peoria Ave., Suite 1192, Building 10, Phoenix.

CAPTION:

New Directions Institute President **Jill Stamm** (left) and Vice President **Janet Johnson** work with Seau Nguyen, son of institute mentor April Nguyen. The institute teaches parents and caregivers simple, practical ways to boost babies' intellectual and emotional development.

(2) Janette Ortega (left) and 10-month-old Aaron are participants in the institute, working with mentor Kathy Warring.

(3) Brandi Osborn and her son, Joseph, get help from their New Directions mentor, April Nguyen.

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July 19, 2001, Thursday

SECTION: Arts & Entertainment; Pg. B6

LENGTH: 866 words

HEADLINE: ABCs of do-re-mi
Local symphony impresario uses toys to teach singing techniques to a younger set

BYLINE: Brendan Walsh, Caller-Times

BODY:

Lee Gwozdz, 44, is about to make a career of playing with stuffed animals, using cut-up tennis balls as puppets and knocking out imaginary enemies with a punching nun.

Though he'll continue on as director of music at the Corpus Christi Cathedral, at the end of August Gwozdz will step down from his post as executive director of the Corpus Christi Symphony Orchestra to become impresario, a job that will involve representing and promoting the symphony at concerts and fund-raisers.

The job switch will allow him to market and promote a new line of toys that help teach singing methods to youth choirs.

Gwozdz says that his personal endeavors have forced him to realize he can't do everything, and something had to give.

"I'm actually very excited to step down because I've nurtured the symphony to where it is now and it's time to let go and let it develop with a new, full-time executive director," he said.

When teaching the young members of his cathedral choirs the shape that their mouths should be on a particular note, Gwozdz uses Mr. Pooch, a tennis ball with drawn-on eyes and a slice cut through it, making it look like a three-dimensional version of Pacman.

To illustrate breathing techniques, he opens and collapses a Hoberman Sphere to show what students' diaphragms should be doing.

The aptly named Mr. Moose teaches children to sing high notes - Gwozdz tells his students to make their voice's pitch follow the stuffed animal's ascent and descent as he tosses it in the air.

Gwozdz's method is a direct result of his four-year experience as first soprano with the Texas Boys Choir, which he joined in 1965 at age 9. During that stint, the group won three Grammy awards, but Gwozdz says negative reinforcement was the order of the day at that time.

"I was scared to death because they used threatening techniques to achieve results, like bopping me on the head with a book when I made mistakes," he said.

Positive reinforcement

A miserable Gwozdz dropped out of choir in seventh grade.

Gwozdz's father, seeing how discouraged his son was, urged him to attend a children's choir festival directed by Helen Kemp. It was her method of teaching with toys and positive reinforcement that inspired Gwozdz to eventually become a choral director himself.

Her methods "offered me great hope that the hallmarks of good choral singing can be accomplished by not using threatening techniques," Gwozdz said. "She inspired me to teach children to sing. I've always had this mission, everywhere I go, to share these techniques with as many people as possible."

Kemp, now professor emeritus of voice and church music at Rider University, authored the forward to Gwozdz's instruction book.

In putting together the dozen toys that make up the kit he's selling, Gwozdz expanded on Kemp's use of toys.

One of Gwozdz's favorite toys is his punching nun which he uses to help students understand which words need to be "punched," choir parlance for putting emphasis on a note or syllable.

But when the toys are packaged together, the nun will be transformed into a dinosaur so as to be less offensive to the Catholic market, according to Les Stahl, a member of the marketing team at World Library Publications. The Chicago-based publisher distributes music and resources for choirs and will sell Gwozdz's \$80 set of toys and their accompanying instruction book, as well as the \$50 video about the same subject.

According to Stahl, the market for Gwozdz's toys and video include amateur and professional, secular and non-secular choral groups, primarily children's choirs.

Looking for a boxing nun

Kevin Wood has used Gwozdz's techniques as a music teacher at a Chicago parochial school and as a music director at his church. Wood learned about the toy-teaching technique when Gwozdz presented them at a Choristers Guild children's choir workshop six years ago.

Before the toys were available as a set, "I was constantly keeping my eyes open and looking for the toys," Wood said. "Because, you know, how many places are going to carry a boxing nun?"

Wood says the toys have been extremely helpful in teaching kids how to sing.

"I was teaching a Gregorian chant during the Lenten season, and it was very important the kids learned this Latin piece. I could go over and over and over it and bore everyone to death, but instead I used the tennis ball and all of a sudden I've got the kids' attention. Within 15 minutes the preschool kids could sing the chant."

Gwozdz said a second video, also to be released through World Library Publications, is in the works. He also says that someday he'd like to develop a screenplay based on the life of his recently deceased mother, a Holocaust survivor.

Gwozdz's teaching method isn't without its problems, though. In the introduction to his instruction book Gwozdz advises, "Remember to put away your toys when you're through - and guard them carefully! Several Mr. Pooches have been kidnapped in the past."

Graphic: What: Lee Gwozdz's Singing FUNDamentals

Cost: \$80 for toys and instruction book, \$50 for video

More Info: Call World Library Publications at (800) 566-6150

GRAPHIC: In the key of fun

'There's a child in all of us, and the toys work for all ages,' says Lee Gwozdz, music director for Corpus Christi Cathedral. Gwozdz has developed toys to help teach singing methods to youth choirs. The tennis ball teaches singers how to shape their mouths.

Credit: Michelle Christenson/Caller-Times

Lee Gwozdz uses the magic spring toy as a positive reinforcement to teach singing.

Credit: Michelle Christenson/Caller-Times

LOAD-DATE: July 19, 2001

Westmusic


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TOY BOX SINGING FUNDAMENTALS

\$79.95

Item # TOGW7186

By Lee Gwozdz. The Singing Fundamentals kit includes toys, a 28-page instructional handbook on use the toys for vocal technique and development, and a plastic storage bin. Use the toys to help vowel formation, breathing, diphthongs, head voice, crescendo-decrescendo, breath control, dynamic consonants, phrasing, upbeat entrances, initial attacks, etc.

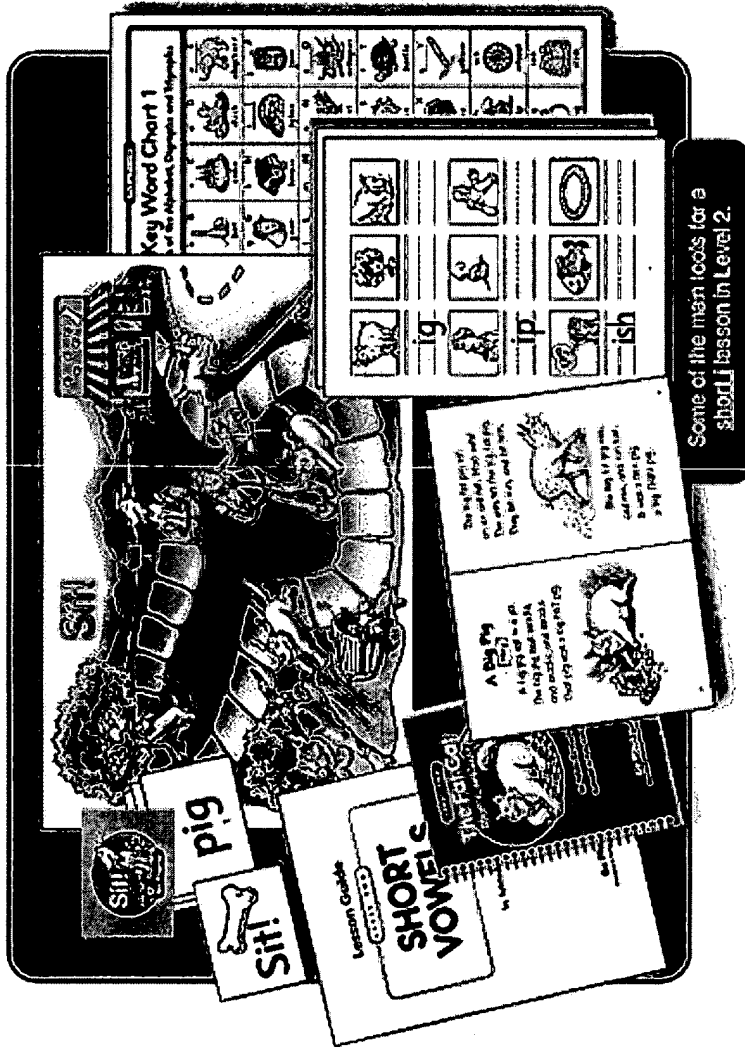
Extra Notes: Toys included: Chinese yo-yo, magic spring, Mr. Pooch tennis ball, Hoberman Mini-Sphere, foam rocket, stu paddle and grip ball set, movie slate, punching dinosaur puppet, squeaky hammer, and collapsible animal finger toy.

Handbook contents, listed by Section (target areas): Forward; Introduction; Mr. Pooch (separating the teeth, range development bringing in the corners of the mouth, vowel formation); Hoberman Mini Sphere (diaphragmatic breathing, tonal crescendo south diphthongs); "Target Your Sound" Paper Target (matching pitch, starting notes); Foam Rocket (experiencing head voice); Collapsible Animal (posture); "Flying Animal" (experiencing head voice); Chinese Yo-Yo (head voice sirens, breath control, legato phrases, vocal stretches within a phrase); Squeaky Hammer (articulating 16th notes or dotted 8th notes, beating time, consonant releases); Paddle & Grip Ball (final consonants, upbeat entrances in syncopation, initial attacks); Magic (posture, dynamics, phrasing, spinning chant); Hollywood Slate Board (performance readiness); Punching Puppet (8th or passages, dotted quarter pulsing, stressed syllables).

◀ [previous](#)

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DATE →

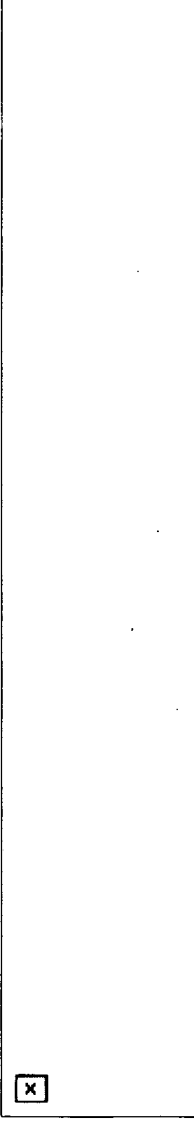
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1-800-553-5950 info@gophonics.com

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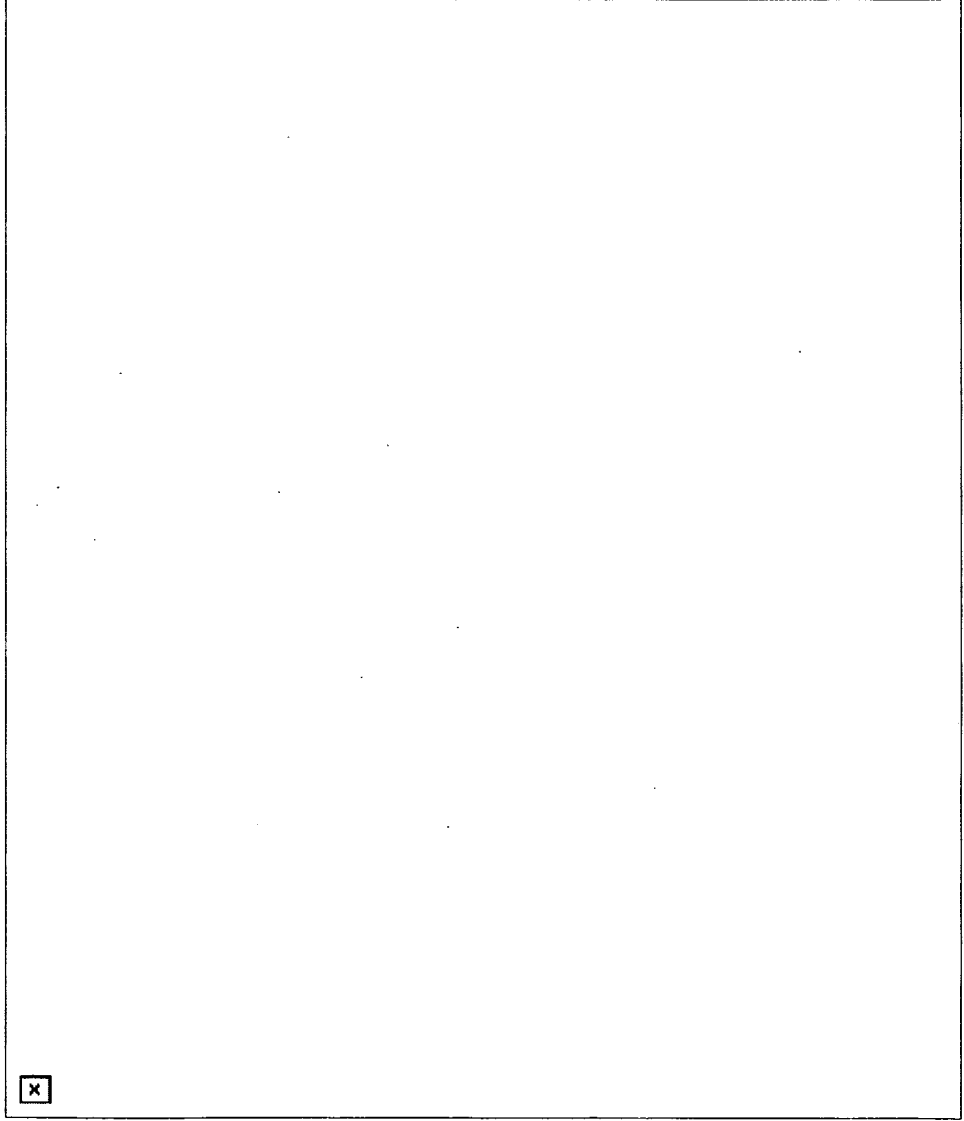
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Updated 4/10/01



HOME OVERVIEW TOOLS BACKGROUND DYSLEXIA HOW TO ORDER

Overview



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- Designed to be compatible with both the *Orton-Gillingham* and *Slingerland* methods.)
- One on one instruction for use by parents, tutors, teachers
- Adaptable for classroom or small group use
- Three years worth of instruction covering K, 1 and 2
- A strong foundation for any beginning reader, age 5 to adult

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date >

File 1:ERIC 1966-2004/Mar 31
File 7:Social SciSearch(R) 1972-2004/Apr W1
File 11:PsycINFO(R) 1887-2004/Apr W1
File 34:SciSearch(R) Cited Ref Sci 1990-2004/Apr W1
File 35:Dissertation Abs Online 1861-2004/Mar
File 65:Inside Conferences 1993-2004/Apr W1
File 86:Mental Health Abstracts 1969-2000/Jun
File 94:JICST-EPlus 1985-2004/Mar W3
File 121:Brit.Education Index 1976-2004/Q1
File 142:Social Sciences Abstracts 1983-2004/Mar
File 437:Education Abstracts 1983-2004/Mar
File 144:Pascal 1973-2004/Mar W4
File 434:SciSearch(R) Cited Ref Sci 1974-1989/Dec
File 583:Gale Group Globalbase(TM) 1986-2002/Dec 13

Set	Items	Description
S1	8335128	KIT OR KITS OR GAME OR GAMES OR SYSTEM OR SYSTEMS
S2	1231349	BRAIN
S3	7133234	DEVELOP? OR STIMULAT?
S4	2373615	INFANT? ? OR BABY OR BABIES OR CHILD OR CHILDREN OR CHILDH- OOD OR TODDLER? ?
S5	98153	CARD OR CARDS
S6	944974	ITEM OR ITEMS OR TOY OR TOYS OR OBJECT OR OBJECTS
S7	3505	S2()S1
S8	15242	S1 AND S2(N)S3
S9	18473	S7:S8
S10	4065	S4 AND S9
S11	3207	S5(S)S6
S12	2	S10 AND S11 [not relevant]
S13	7	S9 AND S11
S14	5	S13 NOT S12
S15	4	RD (unique items) [not relevant]
S16	151	S9 AND S5 AND S6
S17	100	S10 AND S5 AND S6
S18	9530	S7/TI,DE OR S8/TI,DE
S19	5	S17 AND S18
S20	5	S19 NOT S12:S13
S21	5	RD (unique items) [not relevant]
S22	183534	KIT OR KITS OR GAME OR GAMES
S23	0	S17 AND S23
S24	32	S17 AND S22
S25	31	S24 NOT (S12 OR S13 OR S19)
S26	31	RD (unique items)
S27	31	Sort S26/ALL/PY,A [not relevant] 17/3,AB,K/8

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April 12, 2004

File 610:Business Wire 1999-2004/Apr 09
 File 613:PR Newswire 1999-2004/Apr 09
 File 609:Bridge World Markets 2000-2001/Oct 01
 File 809:Bridge World Markets News 1989-1999/Dec 31
 File 810:Business Wire 1986-1999/Feb 28
 File 813:PR Newswire 1987-1999/Apr 30
 File 20:Dialog Global Reporter 1997-2004/Apr 09

Set	Items	Description
S1	8396204	KIT OR KITS OR GAME OR GAMES OR SYSTEM OR SYSTEMS
S2	177317	BRAIN
S3	8385688	DEVELOP? OR STIMULAT?
S4	2303037	INFANT? ? OR BABY OR BABIES OR CHILD OR CHILDREN OR CHILDH- OOD OR TODDLER? ?
S5	1036066	CARD OR CARDS
S6	1719949	ITEM OR ITEMS OR TOY OR TOYS OR OBJECT OR OBJECTS
S7	421	S2 () S1
S8	2688	S2 (N) S3
S9	668	S7:S8 (5N) S4
S10	14168	S5 (10N) S6
S11	0	S9 (S) S10
S12	0	S7:S8 (S) S10
S13	35	S9/TI
S14	29356	S5 (S) S6
S15	0	S13 AND S14
S16	32	RD S13 (unique items)
S17	32	Sort S16/ALL/PD,A

17/3,AB,K/12 (Item 12 from file: 20)

DIALOG(R) File 20:Dialog Global Reporter
 (c) 2004 The Dialog Corp. All rts. reserv.
 07611273

**Brilliant Beginnings Announces Toddler Brain Development Kit For
 Parents and Caregivers**

BUSINESS WIRE

October 06, 1999

JOURNAL CODE: WBWE LANGUAGE: English RECORD TYPE: FULLTEXT

WORD COUNT: 732

LONG BEACH, Calif.--(BUSINESS WIRE)--Oct. 6, 1999--
 New Toddler Brain Basics(TM) Parent Kit Includes

17/7/11 (Item 11 from file: 610)

DIALOG(R) File 610:Business Wire

(c) 2004 Business Wire. All rts. reserv.

00106844 19990921264B1217 (THIS IS THE FULLTEXT)

**Brilliant Beginnings Ships First Baby Brain Development Kit for Parents and
 Caregivers**

Business Wire

Tuesday, September 21, 1999 09:18 EDT

WORD COUNT: 620

TEXT:

LONG BEACH, Calif., Sep 21, 1999 (BUSINESS WIRE) - New Baby Brain
 Basics(TM) Parent Kit Includes Everything Parents

Need to Know About Nurturing Their New Baby's Developing Mind
 From Birth to 12 Months

Brilliant Beginnings LLC., the leading provider of educational
 information based on the latest brain research for parents and

caregivers, today began shipping its inaugural product, Baby Brain Basics(TM) Parent Kit.

Designed for parents of babies from birth to 12 months, the comprehensive kit includes the most recent scientific information and products available today for the developmentally critical first year of life. Contents of the parent kit include a parent guidebook, toy buying guide, music CD and rhyming photo book.

The Baby Brain Basics Parent Kit is the result of research from a panel of experts whose specialties include: neuroscience, child development, early childhood music, assessment, pre-literacy, pre-math, parenting practices and early childhood education.

According to Debra Mills, Cognitive Developmental Neuroscientist at the University of California, San Diego, "Early experiences organize a baby's brain and set the stage for a lifetime of learning."

Kathleen Healy, president of Brilliant Beginnings explained, "At the rate discoveries are being made about early brain development and the importance of nurturing a young child's intellectual development during the critical early years, there is a need to make this information easily accessible to parents.

"The Baby Brain Basics Parent Kit provides this information in an easy-to-understand format with developmentally appropriate recommendations for applying it to baby's everyday life. Interactive parent/child activities are also included to further enhance the experience and make it fun!"

About Baby Brain Basics Parent Kit

The Baby Brain Basics Parent Kit caters to parents of newborns through 12 months and includes:

- Parent Guidebook -- Packed with information on how a baby's brain and intellect develops and suggested activities for applying it. Topics include: how enriching a baby's environment impacts learning throughout a lifetime; how babies serve as active participants in their own learning; and how early exposure to music benefits reading, math and musical skills.
- Toy Buying Guide -- Because babies learn by playing, toys listed in this guide are for more than entertainment. The guide outlines the benefits of common toys and gives parents and caregivers the information they need to make the best toy buying decisions.
- Music CD -- Selections range from classical to international and are tonally varied to stimulate a baby's growing brain and intellect, and to match listening preferences.
- Baby's Rhyming Photo Book -- Lets babies focus on the familiar faces they love most, while enhancing language skills by exposing them to rhyming patterns. The album includes 12 rhyming cards each describing a family member, friend or family pet.

Pricing and Availability

Baby Brain Basics Parent Kit is available now and can be found at a variety of retail channels, including bookstores, educational toy stores, juvenile product stores, catalogs and other mass merchandisers, plus a number of online e-commerce Web sites. The suggested retail price is \$39.95.

About Brilliant Beginnings

Brilliant Beginnings was co-founded in 1998 by Kathleen Healy, company president, and Bob and Jan Davidson, founders of the highly successful educational software company, Davidson & Associates. The trio passionately support scientific research on early intellectual development and are dedicated to making this information accessible to

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parents, caregivers and any and all interested individuals. Knowing new parents are eager to learn, yet often limited by time constraints and demands of new parenthood, they are building a company devoted to helping parents nurture their children's developing and inquisitive minds.

Note to Editors: Samples and photos available upon request
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or
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khealy@brilliantbeginnings.com

GEOGRAPHY: CALIFORNIA

INDUSTRY CODE: EDUCATION
PRODUCT

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File 1:ERIC 1966-2004/Mar 31
File 7:Social SciSearch(R) 1972-2004/Apr W1
File 11:PsycINFO(R) 1887-2004/Apr W1
File 121:Brit.Education Index 1976-2004/Q1
File 142:Social Sciences Abstracts 1983-2004/Mar
File 437:Education Abstracts 1983-2004/Mar
File 34:SciSearch(R) Cited Ref Sci 1990-2004/Apr W1
File 65:Inside Conferences 1993-2004/Apr W1
File 86:Mental Health Abstracts 1969-2000/Jun
File 94:JICST-EPlus 1985-2004/Mar W3
File 144:Pascal 1973-2004/Mar W4
File 434:SciSearch(R) Cited Ref Sci 1974-1989/Dec
File 583:Gale Group Globalbase(TM) 1986-2002/Dec 13

Set	Items	Description
S1	8282330	KIT OR KITS OR SYSTEM? ? OR GAME OR GAMES
S2	1213965	BRAIN
S3	6618469	DEVELOP? OR STIMULAT?
S4	587893	TEACH OR TEACHES OR TEACHING
S5	1816200	EDUCATION OR EDUCATE OR EDUCATES OR EDUCATING
S6	2165032	INFANT? ? OR BABY OR BABIES OR CHILD OR CHILDREN OR TODDLE- R? ?
S7	557470	INSTRUCTION? ? OR DIRECTIONS OR ACTIVITY()CARD? ?
S8	741262	PARENT? ? OR CARETAKER? ? OR CAREGIVER? ? OR CARE() (TAKER? ? OR GIVER? ?) OR MOTHER? ? OR FATHER? ?
S9	3451	S2()S1
S10	2362	S2(N)S3(3N)S1
S11	2113	S1(N)S4
S12	173604	KIT OR KITS OR GAME OR GAMES
S13	672	S5(N)S12
S14	8488	S9 OR S10 OR S11 OR S13
S15	1376	S6 AND S14
S16	356	S7 AND S15
S17	131	S8 AND S16
S18	4947	S7(5N)S8
S19	6	S15 AND S18
S20	6	RD (unique items)
S21	1	S20/2002:2004
S22	5	S20 NOT S21
S23	239	S14(5N)S6
S24	15	S23 AND S7 AND S8
S25	14	S24 NOT S19
S26	14	RD (unique items)
S27	9	S26/2002:2004
S28	5	S26 NOT S27
S29	111	S17 NOT (S19 OR S24)
S30	110	RD (unique items)
S31	64	S30/2002:2004
S32	46	S30 NOT S31
S33	46	Sort S32/ALL/PY,A
S34	2	S1/TI AND S33 [not relevant]
S35	44	S33 NOT S34
S36	44	Sort S35/ALL/PY,A
S37	45	S2(2W)S12
S38	7	S7 AND S37
S39	6	S38 NOT (S19 OR S24 OR S30 OR S34)
S40	1	S39/2002:2004

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S41 5 S39 NOT S40
S42 38 S37 NOT (S19 OR S24 OR S30 OR S34 OR S38)
S43 10 S42/2002:2004
S44 28 S42 NOT S43
S45 28 Sort S44/ALL/PY,A

22/7/1 (Item 1 from file: 1)

DIALOG(R)File 1:ERIC

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01033276 ERIC NO.: ED435439 CLEARINGHOUSE NO.: PS027844

Tickle Your Appetite: Team Nutrition's **Education Kit** for **Child Care.**;

CORP. SOURCE: Food and Consumer Service (USDA), Washington, DC. (BBB33528)
214pp.

July 1998 (19980700)

NOTES: Videotape and audiocassette not available from ERIC. For WIC/Team
Nutrition Educator's Kit for **Children**, see PS 027 843.

REPORT NO.: FNS-307

AVAILABLE FROM: Nutrition and Technical Services Division, Food and
Consumer Service, USDA, 3101 Park Center Drive, Room 609, Alexandria, VA
22302. Tel: 703-305-2556; Fax: 703-305-2874 (Kit contains 17-minute VHS
videotape and audiocassette. Limited number of kits available).

EDRS Price MF01/PC09 Plus Postage.

LANGUAGE: English

DOCUMENT TYPE: 55 (Guides--Non-classroom)

RECORD TYPE: ABSTRACT

COUNTRY OF PUBLICATION: U.S.; District of Columbia

JOURNAL ANNOUNCEMENT: RIEAPR2000

GOVERNMENT: Federal

TARGET AUDIENCE: Practitioners; Teachers

Adapted for **child** care and Head Start providers, this educator's kit contains activities and information to improve nutrition experiences for preschool-age **children**. In addition to the educator's guide, the kit includes a short videotape and audiotape with three segments that teach about trying different types of foods; about the taste, touch, and smell of foods; and about how foods grow. The guide is divided into nine sections, identified by labeled tabs in a three-ring binder. The sections cover the following: (1) an overview of the kit's mission, principles, and messages, and the kit's organization, elements, and program features; (2) an in-depth explanation of the Department of Agriculture's Team Nutrition; (3) a facilitator's guide; (4) 12 classroom activities; (5) 10 at-home activities that encourage family members to become active participants in food-related educational experiences for their **children**; (6) 12 suggested activities/procedural guides to involve the community; (7) family at-home activity handouts and community activity handouts; (8) resources; and (9) reproducible artwork to assist **child** caregivers in carrying out the various activities being promoted in the kit. (HTH)

22/7/2 (Item 2 from file: 1)

DIALOG(R)File 1:ERIC

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00828034 ERIC NO.: ED357027 CLEARINGHOUSE NO.: SP034508

The Munchsters Talk about Food: Preschool Nutrition Program.;

CORP. SOURCE: National Live Stock and Meat Board, Chicago, IL. (BBB30862)
17pp.

1993 (19930000)

AVAILABLE FROM: National Live Stock & Meat Board, Materials Marketing

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Department, 444 N. Michigan Avenue, Chicago, IL 60611 (\$4.95 plus shipping and handling; free to preschool teachers when request is written on school letterhead).

Document Not Available from EDRS.

LANGUAGE: English

DOCUMENT TYPE: 51 (Guides--Classroom--Learner); 52
(Guides--Classroom--Teacher)

RECORD TYPE: ABSTRACT

COUNTRY OF PUBLICATION: U.S.; Illinois

JOURNAL ANNOUNCEMENT: RIESEP1993

TARGET AUDIENCE: Teachers; Practitioners

This nutrition **education kit** is designed for use with 3- to 5-year old **children**. It introduces **children** to new foods, involves them in the process of food preparation, and creates an awareness of the importance of eating foods from all food groups. The kit has been designed to provide a variety of opportunities to develop and practice language skills. The kit includes five full-color 14" x 22" posters with lesson plans, suggestions for language development activities, a teacher's guide, a poster for a parent bulletin board, and 8 parent handouts that include questions parents ask about nutrition, suggestions for cooking with **children**, recipes, and nutrition information. The teacher's guide also discusses a language development approach to learning, development of good eating habits, and basic ideas for good nutrition. A checklist for preschool food activities and suggestions for parent involvement are included. (LL)

22/7/3 (Item 3 from file: 1)

DIALOG(R) File 1:ERIC

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00260219 ERIC NO.: ED115013 CLEARINGHOUSE NO.: EC080375

How Can I Help My Child : An Answer for Parents of Young Children . ;

CORP. SOURCE: Duval County School Board, Jacksonville, FL. (BBB00654)

54pp.

November 1974 (19741100)

NOTES: Developed by FLRS/Crown of Jacksonville

EDRS Price MF01/PC03 Plus Postage.

DOCUMENT TYPE: 50 (Guides--General)

RECORD TYPE: ABSTRACT

JOURNAL ANNOUNCEMENT: RIEAPR1976

Provided are suggestions and activities to be used by parents in working with their preschool **children**. Ten suggestions deal with questions such as how much time should be spent, how to praise the **child**, and what to do if the **child** misuses the materials. Specific instructions are given for 15 activities such as puppets, puzzles, teaching songs, and playing matching games. Instructions include why the activity is important to the **child**, what materials are needed and how to make them, and how to use the activity over a period of days. Also included are a list of 24 common household items that can be used to help a **child** and several songs, rhymes and fingerplays. (LS)

28/7,K/1 (Item 1 from file: 1)

DIALOG(R) File 1:ERIC

(c) format only 2004 The Dialog Corporation. All rts. reserv.

00266200 ERIC NO.: ED120994 CLEARINGHOUSE NO.: EC082481

Pandora's Box: Creative Play Ideas.

Hilton, Vicky E., Comp.;

CORP. SOURCE: Regional Education Service Agency, Region 8, Martinsburg, WV.

(BBB13119)

168pp.

January 1974 (19740100)

NOTES: For related information, see EC 082 480 and EC 082 482

SPONSORING AGENCY: Bureau of Elementary and Secondary Education (DHEW/OE),
Washington, DC. (BBB00077)

EDRS Price MF01/PC07 Plus Postage.

DOCUMENT TYPE: 50 (Guides--General)

RECORD TYPE: ABSTRACT

JOURNAL ANNOUNCEMENT: RIEAUG1976

Developed as part of a federally funded project for young handicapped and non handicapped children, the handbook contains suggestions for **parents** and teachers about creative use of materials found in the home. Provided are illustrations, lists of materials needed, explanations of purpose, and procedures for construction and use of 18 materials (using such items as cardboard boxes and paper plates), 21 toys (including shoe box pull toys, beanbags and sock puppets), 26 games (such as ring toss, lotto match-ups, and numeral concept puzzles), 15 fingerplays, seven seasonal ideas, and 16 art recipes (including home-made dough, flour paste, and wheat flour finger paint). (CL)

36/7,K/7 (Item 7 from file: 1)

DIALOG(R)File 1:ERIC

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00956593 ERIC NO.: ED405253 CLEARINGHOUSE NO.: SO026690

Block Building for **Children** : Making Buildings of the World with the Ultimate Construction Toy.

Walker, Lester

163pp.

1995 (19950000)

NOTES: Photographs may not reproduce clearly.

ISBN: 0-87951-609-7

AVAILABLE FROM: Penguin USA, 375 Hudson Ave., New York, NY 10014 (\$22.95).

EDRS Price MF01 Plus Postage. PC Not Available from EDRS.

LANGUAGE: English

DOCUMENT TYPE: 10 (Book); 55 (Guides--Non-classroom)

RECORD TYPE: ABSTRACT

COUNTRY OF PUBLICATION: U.S.; New York

JOURNAL ANNOUNCEMENT: RIEJUL1997

TARGET AUDIENCE: Teachers; Parents; Practitioners

This book presents a series of projects for **children** of all levels of expertise, beginning with abstract patterns, rows, and towers and progressing to step-by-step **instructions** for 18 projects, including a bridge, boat dock, airport, shopping mall, skyscraper, castle, Greek temple, Toy Store City, City of the Future, and The Emerald City of Oz. The book proposes activities for **children** and **parents** to play together. Focus is upon developing an interest in architecture. Each project is accompanied by detailed plans, photographs, drawings, and text that informs each project's historical context. The projects are illustrated by 125 line drawings and 67 black and white photographs. (FB)

41/7/4 (Item 4 from file: 1)

DIALOG(R)File 1:ERIC

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00505799 ERIC NO.: EJ283350 CLEARINGHOUSE NO.: SP513080

Brain -Building Math **Games** .

Jung, Loretta Welk
Instructor, v93 n1 p26-27 Aug 1983
August 1983 (19830800)
LANGUAGE: English
DOCUMENT TYPE: 20 (Collected works--General); 52
(Guides--Classroom--Teacher); 80 (Journal articles)
RECORD TYPE: ABSTRACT
JOURNAL ANNOUNCEMENT: CIJOCT1983
TARGET AUDIENCE: Practitioners

Index cards, masking tape, pizza shells, golf tees, and empty soda bottles can be used to make manipulative objects to be used in children's mathematics games. Twenty-two games that provide practice in number drills and problem solving are described, along with **instructions** for making objects needed for the games. (PP)

45/7/2 (Item 2 from file: 437)
DIALOG(R)File 437:Education Abstracts
(c) 2004 The HW Wilson Co. All rts. reserv.
Brain -building math games
Jung, Loretta Welk
Instructor (New York, N.Y.) (Instructor) v. 93 (Aug. '83) p. 26-7
DOCUMENT TYPE: Feature Article ISSN: 1049-5851

45/7/13 (Item 13 from file: 437)
DIALOG(R)File 437:Education Abstracts
(c) 2004 The HW Wilson Co. All rts. reserv.
Brain games! ready-to-use activities that make thinking fun for grades 6-12
Umstatter, Jack
1996
Center for Applied Res. in Educ. ISBN: 0876281870 (spir) 0876281250 (pa)

45/7/15 (Item 15 from file: 1)
DIALOG(R)File 1:ERIC
(c) format only 2004 The Dialog Corporation. All rts. reserv.
00988467 ERIC NO.: ED422065 CLEARINGHOUSE NO.: PS026661
Brain Food: Games That Make Kids Think.
Fleisher, Paul
198pp.
1997 (19970000)
ISBN: 1-56976-072-1
AVAILABLE FROM: Zephyr Press, P.O. Box 66006, Tucson, AZ 85728-6006; phone:
520-322-5090; fax: 520-323-9402; World Wide Web:
<http://www.zephyrpress.com> (\$36).
Document Not Available from EDRS.
LANGUAGE: English
DOCUMENT TYPE: 52 (Guides--Classroom--Teacher); 55 (Guides--Non-classroom)
RECORD TYPE: ABSTRACT
COUNTRY OF PUBLICATION: U.S.; Arizona
JOURNAL ANNOUNCEMENT: RIEJAN1999

This guide offers more than 100 games from around the world designed to help students explore the fun of learning while developing their higher-order thinking skills. The guide is a compilation of new and traditional games, most of which can be completed with paper and pencil. Each game is classroom tested and tailored to enhance the intelligences and thinking skills of students. Games are provided in the following categories: (1) "Spatial Orientation and Strategy Games"; (2) "Alignment

Games"; (3) "Blocking Games"; (4) "Chase Games"; (5) "Capture Games"; (6) "Checkers Variations"; (7) "Chess Variations"; (8) "Maze Games"; (9) "Other Spatial Orientation and Strategy Games"; (10) "Mathematical Games"; (11) "Mathematical Operations"; (12) "Factors and Multiples"; (13) "Deductive Logic Games"; (14) "Word Games"; (15) "Spelling Games"; (16) "Anagrams"; (17) "Long Words"; (18) "Other Vocabulary Builders"; (19) "Puns and Other Word Play"; (20) "Dramatic Word Games"; (21) "Rhymes and Homonyms"; (22) "Miscellaneous Word Games"; (23) "Memory Games"; and (24) "Visual Arts Games." (Contains 24 references.) (EV)

45/7/16 (Item 16 from file: 34)

DIALOG(R) File 34:SciSearch(R) Cited Ref Sci

(c) 2004 Inst for Sci Info. All rts. reserv.

06600291 Genuine Article#: ZD793 Number of References: 3

Title: Brain repair kit

Author(s): Motluk A

Journal: NEW SCIENTIST, 1998, V157, N2126 (MAR 21), P40-43

ISSN: 0262-4079 **Publication date:** 19980321

Language: English **Document Type:** ARTICLE

45/7/17 (Item 17 from file: 1)

DIALOG(R) File 1:ERIC

(c) format only 2004 The Dialog Corporation. All rts. reserv.

01012194 ERIC NO.: ED430690 CLEARINGHOUSE NO.: PS027622

125 **Brain Games** for Babies: Simple Games To Promote Early Brain Development.

Silberg, Jackie

147pp.

1999 (19990000)

ISBN: 0-87659-199-3

AVAILABLE FROM: Gryphon House, Inc., 10726 Tucker Street, Beltsville, MD 20705; Tel: 800-638-0928 (Toll Free); Fax: 301-595-0051; Web site:

<http://www.gryphonhouse.com> (\$14.95).

EDRS Price MF01 Plus Postage. PC Not Available from EDRS.

LANGUAGE: English

DOCUMENT TYPE: 10 (Book); 55 (Guides--Non-classroom)

RECORD TYPE: ABSTRACT

COUNTRY OF PUBLICATION: U.S.; Maryland

JOURNAL ANNOUNCEMENT: RIEOCT1999

TARGET AUDIENCE: Parents

Scientists believe that the stimulation that infants and young children receive determines which synapses form in the brain. This book presents 125 games for infants from birth to 12 months and is designed to nurture brain development. The book is organized chronologically in 3-month increments. Each game description includes information from brain development research related to the activity and an explanation of how the activity facilitates brain development. Contains 19 references. (KB)

45/7/23 (Item 23 from file: 1)

DIALOG(R) File 1:ERIC

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01063343 ERIC NO.: ED445807 CLEARINGHOUSE NO.: PS028900

Baby Minds: **Brain -Building Games** Your Baby Will Love. Birth to Age Three.

Acredolo, Linda; Goodwyn, Susan

214pp.

2000 (20000000)

NOTES: For related document, see ED 402 011.

ISBN: 0-553-38030-3

AVAILABLE FROM: Bantam Books, 1540 Broadway, New York, NY 10036. Web site:
<http://www.randomhouse.com> (U.S., \$12.95; Canada, \$19.95).

Document Not Available from EDRS.

LANGUAGE: English

DOCUMENT TYPE: 55 (Guides--Non-classroom)

RECORD TYPE: ABSTRACT

COUNTRY OF PUBLICATION: U.S.; California

JOURNAL ANNOUNCEMENT: RIEMAR2001

TARGET AUDIENCE: Parents

Recent research points to the inborn abilities of infants and shows how early experiences influence cognitive skills. This book presents activities for parents and their infants--building on activities babies instinctively love--to develop their unique abilities. The book is organized around six intellectual skills: (1) problem solving; (2) memory; (3) language; (4) reading; (5) mathematical thinking; and (6) creative thinking. The book uses a "News Flash" format to link early infant competencies to each of these six specific skills. The book's introduction discusses research techniques used to examine the competencies of young infants. Chapter 1, "Your Baby's Amazing Brain," examines early brain development and the importance of early experience. Chapter 2, "What's Love Got To Do with It?," presents important cautions and concerns to guide parents' interaction with their infants, including the significance of attachment, following the child's lead, active learning, and parental scaffolding of infant learning. Chapter 3, "Figuring Out the World: Problem Solving," addresses the problem-solving process, including contingencies, imitation, and expectancies. Chapter 4, "Memory 101: The Foundations of Learning," deals with various types of memory: recognition, recall, autobiographical. Chapter 5, "Baby Signs and First Words: Learning To Talk," focuses on infants' signs and first words, pretend play, and dialogic book reading. Chapter 6, "Letters, Rhymes, and Love of Books: Preparing to Read," discusses shape discrimination, phonemic awareness, and book interest. Chapter 7, "Counting Really Counts: Thinking about Numbers," concerns number awareness, counting, and early musical training. Chapter 8, "Scribbles, Jokes, and Imaginary Friends: Fostering Creativity," addresses drawing, humor, imaginary friends, and pretend play. Chapter 9, "Putting It All Together," notes that each of the skills discussed in the book depends to varying degrees upon all the others. The book concludes with a list summarizing the suggested activities. (Contains 61 references.) (KB)

45/7/25 (Item 25 from file: 1)

DIALOG(R)File 1:ERIC

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01109247 ERIC NO.: EJ635683 CLEARINGHOUSE NO.: PS532147

Brain Games for Babies.

Silberg, Jackie

Texas Child Care, v25 n1 p36-42 Sum 2001

2001 (20010000)

ISSN: 1049-9466

LANGUAGE: English

DOCUMENT TYPE: 55 (Guides--Non-classroom); 80 (Journal articles)

RECORD TYPE: ABSTRACT

JOURNAL ANNOUNCEMENT: CIJAPR2002

Presents games for caregivers to use with infants to enhance **brain**

development. Includes **games** that develop trust and security, language skills, and fine motor skills, as well as games that are fun or stimulate vision. Includes videotape references for parents and caregivers. (KB)

45/7/27 (Item 27 from file: 437)

DIALOG(R) File 437: Education Abstracts

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Brain busters & mind games science chats

MacKenzie, Ann Haley

Science Scope (Sci Scope) v. 24 no6 (Mar. 2001) p. 54-8

DOCUMENT TYPE: Feature Article ISSN: 0887-2376

ABSTRACT: Brain busters, mind games, and science chats can be used in science classrooms to help teachers establish an atmosphere of wonder, contemplation, and speculation. Students' responses to such measures encourage critical thinking and provide insight into their learning styles, their ability to think "outside the box, their prior experiences, and their ability to connect the class readings, discussion, and activities together. These methods provide students with an opportunity to question the world they live in and how particular science concepts play a role in their world. Examples of brain busters, mind games, and science chats are provided.

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File 47:Gale Group Magazine DB(TM) 1959-2004/Apr 09
 File 148:Gale Group Trade & Industry DB 1976-2004/Apr 09
 File 88:Gale Group Business A.R.T.S. 1976-2004/Apr 08
 File 16:Gale Group PROMT(R) 1990-2004/Apr 09
 File 160:Gale Group PROMT(R) 1972-1989
 File 621:Gale Group New Prod. Annou. (R) 1985-2004/Apr 09
 File 649:Gale Group Newswire ASAP(TM) 2004/Apr 08
 File 149:TGG Health&Wellness DB(SM) 1976-2004/Mar W4
 File 636:Gale Group Newsletter DB(TM) 1987-2004/Apr 09

Set	Items	Description
S1	1652440	KIT OR KITS OR GAME OR GAMES
S2	10686026	SYSTEM? ?
S3	280819	BRAIN
S4	11907255	DEVELOP? OR STIMULAT?
S5	659669	TEACH OR TEACHES OR TEACHING
S6	1906757	EDUCATION OR EDUCATE OR EDUCATES OR EDUCATING
S7	2251035	INFANT? ? OR BABY OR BABIES OR CHILD OR CHILDREN OR TODDLER? ?
S8	666071	INSTRUCTION? ? OR DIRECTIONS OR ACTIVITY()CARD? ?
S9	2358465	PARENT? ? OR CARETAKER? ? OR CAREGIVER? ? OR CARE() (TAKER? ? OR GIVER? ?) OR MOTHER? ? OR FATHER? ?
S10	245	S3()S1
S11	61	S3(2N)S4(2N)S1
S12	364	S5()S1
S13	1118	S6()S1
S14	26	S3()S4()S2
S15	7595	S7(S)S8(S)S9
S16	1797	S10:S14
S17	0	S15(S)S16
S18	29372	S7(S)S8
S19	17724	S8(S)S9
S20	7	S16(S)S18:S19
S21	4	RD (unique items) [not relevant]
S22	26	S14 NOT S20
S23	12	RD (unique items)
S24	2	S23/2002:2004
S25	10	S23 NOT S24
S26	10	Sort S25/ALL/PD,A [not relevant]
S27	57	S10:S13(2N)S7
S28	57	S27 NOT (S14 OR S20)
S29	26	RD (unique items)
S30	5	S29/2002:2004
S31	21	S29 NOT S30
S32	21	Sort S31/ALL/PD,A
S33	29	S10(S)S7
S34	12	S33 NOT (S14 OR S20 OR S27)
S35	7	RD (unique items)
S36	1	S35/2002:2004
S37	6	S35 NOT S36
S38	6	Sort S37/ALL/PD,A [not relevant]
S39	1919	S1(S)S7(S)S8
S40	458	S9(S)S39
S41	294732	S1/TI,DE
S42	66	S40 AND S41
S43	33	RD (unique items)
S44	66	S42 NOT (S14 OR S20 OR S27 OR S33)

ASRC Searcher: Jeanne Horrigan
Serial 10/028335
April 12, 2004

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S45 4 S43/2002:2004
S46 62 S44 NOT S45
S47 62 Sort S46/ALL/PD,A

32/3,AB,K/8 (Item 8 from file: 16)
DIALOG(R)File 16:Gale Group PROMT(R)
(c) 2004 The Gale Group. All rts. reserv.
04451726 Supplier Number: 46534259
Making a play for spot in specialty toy market.
Boston Globe (MA), p39
July 10, 1996

Language: English Record Type: Abstract
Document Type: Newspaper; Trade

ABSTRACT:

Gamewright Inc. in Watertown, MA, produces **children 's** games and toys that stimulate the brain to recognize, memorize and think. The games, designed by a child psychiatrist and his wife, are a good tool for the developmental stage of the children because they do not trick the children into memorizing or learning the alphabet. In fact, the toys have won a number of awards due to their brain-triggering properties. Gamewright registered \$1 million in sales in 1995, and expects \$2 million in 1996. The games are priced between \$9.95 and \$22.25.

32/3,AB,K/11 (Item 11 from file: 148)
DIALOG(R)File 148:Gale Group Trade & Industry DB
(c)2004 The Gale Group. All rts. reserv.
11148637 SUPPLIER NUMBER: 54935450
Savlon teaching kit helps child safety.
Chemist & Druggist, 14
June 5, 1999

ISSN: 0009-3033 LANGUAGE: English RECORD TYPE: Citation

32/3,AB,K/20 (Item 20 from file: 148)
DIALOG(R)File 148:Gale Group Trade & Industry DB
(c)2004 The Gale Group. All rts. reserv.
13627336 SUPPLIER NUMBER: 76597336 (USE FORMAT 7 OR 9 FOR FULL TEXT)
2002 Directors' Choice Award Winners Announced by Earlychildhood News; 13th Annual Awards Recognize Excellence in Products for Young Children.

Business Wire, 2165

July 18, 2001

LANGUAGE: English RECORD TYPE: Fulltext

WORD COUNT: 1390 LINE COUNT: 00121

... 2002 Directors' Choice Award Winners

The winners of the 2002 Directors' Choice Awards are:

-- 125 **Brain Games** for Toddlers and Twos, by Gryphon House, Teachers, \$14.95

-- 5 Senses Lotto, by Edushape, ages 3...

47/3,AB,K/27 (Item 27 from file: 88)
DIALOG(R)File 88:Gale Group Business A.R.T.S.
(c) 2004 The Gale Group. All rts. reserv.
05077149 SUPPLIER NUMBER: 54421734

Helping at home. (math games for the family)

Kline, Kate

Teaching Children Mathematics, 5, 8, 456(5)

April, 1999

ISSN: 1073-5836 LANGUAGE: English RECORD TYPE: Fulltext; Abstract
WORD COUNT: 2907 LINE COUNT: 00212

ABSTRACT: Parents can help stimulate their children's mathematical abilities through initiating educational games. Games that teach addition include Racing Bears, On and Off, and Turn Over Five. Racing Bears requires the use of a die and moving toy bears on a track until they get to the finish line. On and Off requires players to toss counters over a piece of paper and afterwards record the number of counters that land on and off the paper. In Turn Over Five, players collect cards with objects that add up to five.

... basic-fact knowledge while playing a stimulating and entertaining game.

Regardless of the types of **games** that you send home to **parents**, it is important to keep open the school-to-home lines of communication. A technique that works well is to include a response form along with **directions** for the **games** to encourage **parents** to write about their experiences. Information could be contained on a form for **parents** to fill out and submit after playing a specific **game**. You might ask **parents** to write their comments in a journal that could accompany **game** bags that students check out on a rotating basis. The advantage of including a journal with the **games** is that **parents** are then able to read comments by other **parents** who have played the **games**. Some questions that are particularly effective for stimulating discussion include, What did you think of this **game**? Did you like the **game**? Why or why not? What do you think your **child** learned from playing this **game**? What did you learn about your **child** while playing this **game**?

These questions also encourage parents to think about what children are able to learn from...

47/7/24 (Item 24 from file: 88)

DIALOG(R)File 88:Gale Group Business A.R.T.S.

(c) 2004 The Gale Group. All rts. reserv.

04635829 SUPPLIER NUMBER: 20202566

Unifix Cubes Ready for Math Kit.. (audio-visual reviews)

Eschner, Joan M.

Teaching Children Mathematics, v4, n1, p56(1)

Sep, 1997

TEXT:

This kit contains 100 snap-together cubes of 10 different colors, a 24-page booklet describing 11 activities, and 96 colored stickers to be used in the exercises. The activities deal with patterning, sequencing, counting, comparing, ordering, sorting, estimation, classifying, addition, subtraction, multiplication, division, graphing, area, fractions, and measuring. Several concepts may be covered in one activity dealing with familiar places and things in a neighborhood.

The directions are clearly written and are aimed at children between the ages of 4 and 8. This kit is designed to be a stand-alone instructional aid. Its power, however, would not be obvious to a child working alone. The activities, although presented to reach closure, are open-ended and can be explored further through questioning by a parent or teacher. A note to parents and helpers explains this feature. This kit is a valuable tool that can be used for more explorations that the 11 activities suggest. The ideas presented certainly can serve as a springboard for student-created activities.

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File 141:Readers Guide 1983-2004/Apr
File 436:Humanities Abs Full Text 1984-2004/Apr
File 98:General Sci Abs/Full-Text 1984-2004/Apr
File 9:Business & Industry(R) Jul/1994-2004/Apr 08
File 481:DELPHES Eur Bus 95-2004/Mar W4
File 482:Newsweek 2000-2004/Mar 29
File 484:Periodical Abs Plustext 1986-2004/Apr W1
File 635:Business Dateline(R) 1985-2004/Apr 09
File 636:Gale Group Newsletter DB(TM) 1987-2004/Apr 09
File 646:Consumer Reports 1982-2004/Mar

Set	Items	Description
S1	670930	KIT OR KITS OR GAME OR GAMES
S2	3181963	SYSTEM? ?
S3	142410	BRAIN
S4	3844663	DEVELOP? OR STIMULAT?
S5	340553	TEACH OR TEACHES OR TEACHING
S6	787797	EDUCATION OR EDUCATE OR EDUCATES OR EDUCATING
S7	1108712	INFANT? ? OR BABY OR BABIES OR CHILD OR CHILDREN OR TODDLE- R? ?
S8	282995	INSTRUCTION? ? OR DIRECTIONS OR ACTIVITY()CARD? ?
S9	1044937	PARENT? ? OR CARETAKER? ? OR CAREGIVER? ? OR CARE() (TAKER? ? OR GIVER? ?) OR MOTHER? ? OR FATHER? ?
S10	79	S3()S1
S11	26	S3(3N)S4(3N)S1
S12	473	S S5:S6(N)S1
S13	4	S3()S4()S2
S14	1075	S5:S6(N)S1
S15	1177	S10 OR S11 OR S14
S16	17999	S7(S)S8
S17	11236	S8(S)S9
S18	3	S15(S).S16
S19	1	S15(S)S17
S20	4	S18:S19
S21	4	RD (unique items)
S22	116	S15/TI,DE
S23	1	S22 AND S16:S17
S24	28	S1/TI,DE AND S16(S)S17
S25	28	S24 NOT (S20 OR S23)
S26	28	RD (unique items)
S27	5	S26/2002:2004
S28	23	S26 NOT S27
S29	23	Sort S28/ALL/PD,A

21/3,AB,K/3 (Item 2 from file: 484)
DIALOG(R)File 484:Periodical Abs Plustext
(c) 2004 ProQuest. All rts. reserv.
04881203 SUPPLIER NUMBER: 62813738 (USE FORMAT 7 OR 9 FOR FULLTEXT)
Top-rated educational toys
Ehlert, Robert
Better Homes & Gardens (GBHG), v78 n11, p88-98, p.6
Nov 2000
ISSN: 0006-0151 JOURNAL CODE: GBHG
DOCUMENT TYPE: Feature
LANGUAGE: English RECORD TYPE: Fulltext; Abstract
WORD COUNT: 2357
ABSTRACT: Twenty-eight toys that have been chosen as the best educational

Serial 10/028335

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picks for this year are featured, including Sassy's Funny Honey Bee Rattle and the Zome Systems Explorer Kit from Zometool Inc.

TEXT:

... Systems Explorer Kit-- Zometool, Inc., \$60. Designed from geometric, principles, the inventive Zome System Explorer Kit teaches geometric and visual skills. Imaginations ignite as kids learn to tap their ability to build in 62 directions in space. Challenging, thought-provoking play allows kids to construct models of cells, crystals, DNA, domes, and bridges. Parents ' Choice Gold Award, 1999...

23/3,AB,K/1 (Item 1 from file: 484)

DIALOG(R)File 484:Periodical Abs Plustext

(c) 2004 ProQuest. All rts. reserv.

02669675 (USE FORMAT 7 OR 9 FOR FULLTEXT)

Teaching games for understanding: Evolution of a model

Werner, Peter; Thorpe, Rod; Bunker, David

Journal of Physical Education, Recreation & Dance (GPRD), v67 n1, p28-33

Jan 1996

ISSN: 0730-3084

JOURNAL CODE: GPRD

DOCUMENT TYPE: Feature

LANGUAGE: English

RECORD TYPE: Fulltext; Abstract

WORD COUNT: 3175

LENGTH: Long (31+ col inches)

ABSTRACT: There is more than one way to teach games, and it may not be necessary to separate skill development from game play. Insight into the future of game teaching in public schools is offered, focusing on the interplay between games, learning and enjoyment.

TEXT:

... fakes.

When students are ready for these skills within the context of the game, technical instruction is given, but this is always at the performance level of the children. For example, talented players in badminton will only exploit space if they can embrace deception in the hit. Less able children may exploit space with guidance to achieve accuracy. Students at the university level who already...

...game, but it is the author's experience that schoolchildren rarely react in this way. Children may also need help judging whether a performance is correct/ incorrect and in making appropriate...

29/3,AB,K/3 (Item 3 from file: 484)

DIALOG(R)File 484:Periodical Abs Plustext

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01112847

Kid's Game

Purkey, Mike

Golf Magazine (GGOM), v34 n7, p78-79, p.2

Jul 1992

ISSN: 0017-1808

JOURNAL CODE: GGOM

DOCUMENT TYPE: Feature

LANGUAGE: English

RECORD TYPE: Abstract

LENGTH: Medium (10-30 col inches)

ABSTRACT: It's important for parents or grandparents to find the right way to introduce a child to golf in every area from instruction to etiquette. Some suggestions for beginners, intermediates and advanced players are presented.

29/3,AB,K/9 (Item 9 from file: 141)

ASRC Searcher: Jeanne Horrigan
Serial 10/028335
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DIALOG(R) File 141:Readers Guide

(c) 2004 The HW Wilson Co. All rts. reserv.

03575973 H.W. WILSON RECORD NUMBER: BRGA97075973

Supporting math thinking.

AUGMENTED TITLE: use of **games**

Wakefield, Alice P.

Phi Delta Kappan (Phi Delta Kappan) v. 79 (Nov. '97) p. 233-6

WORD COUNT: 3524

ABSTRACT: An article adapted from Early Childhood Number Games: Teachers Reinvent Math Instruction, Pre-K Through Third Grade. When children solve their own problems and are held responsible for the consequences, they become increasingly confident about their problem solving and more autonomous. The writer discusses ways in which a child's number sense can be developed.

TEXT:

... than Jimmy did by observing it. Jimmy may or may not be executing Kyle's **directions** by rote, without reflection. On the other hand, Kyle took on the task of explaining...

...that leads to better understanding, which then supports ever more complex mental structures. The question **parents** and teachers need to be asking is, "What kind of learning environment fosters and supports...

...thinking?" The answer to this question, in part, is "one that provides the opportunity for **children** to interact and thus to exchange views."

The Role of Previous Knowledge

Piaget said that...

DESCRIPTORS: ...Study and teaching; Educational **games**

29/3,AB,K/18 (Item 18 from file: 484)

DIALOG(R) File 484:Periodical Abs Plustext

(c) 2004 ProQuest. All rts. reserv.

04942094 SUPPLIER NUMBER: 66302381

Mia 2: Romaine's New Hat

Brown, Patricia Mahoney

School Library Journal (ISCL), v47 n1, p82, p.1

Jan 2001

ISSN: 0362-8930 JOURNAL CODE: ISCL

DOCUMENT TYPE: Product Review-Favorable

LANGUAGE: English

RECORD TYPE: Abstract

ABSTRACT: IK-Gr 5-Young **children** become totally involved in Mia's adventures from the outset when a friendly, colorful spider swoops down and offers simple and clear **directions**. They direct Mia, a kind, gentle, adventurous mouse, in her search for Sparklies, currency in Mia land, for a much-needed purpose. In this adventure, Mia has donned her **mother**'s new hat without permission. While playing in the roof gutters, Mia loses the hat during a severe rainstorm.

...DESCRIPTORS: Childrens **games** ;

29/3,AB,K/19 (Item 19 from file: 9)

DIALOG(R) File 9:Business & Industry(R)

(c) 2004 The Gale Group. All rts. reserv.

3184900 Supplier Number: 03184900

Striking a chord

(Popular market for children's toy instruments)

Playthings, v 99, n 7, p 37

July 2001

DOCUMENT TYPE: Journal ISSN: 0032-1567 (United States)

ASRC Searcher: Jeanne Horrigan
Serial 10/028335
April 12, 2004

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LANGUAGE: English RECORD TYPE: Fulltext

WORD COUNT: 1229

TEXT:

By Maria Weiskott

Musical toys instrumental to child development

We've all heard about the Mozart Effect; but what about the Mozart Effect affect ?

The Mozart Effect affect ? Well that would be the impact created by the acceptance and growing popularity of the theory that listening to music that is classic - as in Mozart and Beethoven, rather than as in The Platters and the Rolling Stones - can make a person smarter.

Since the early '90s, when a University of California study concluded that the relationship between music and spatial reasoning was strong enough to temporarily raise the listener's spatial IQ, there has been a boom in consumer interest in and consumption of classical music; especially in Mozart's, since his "Sonata for 2 Pianos in D Major" was used in the study.

TEXT:

...and Kids Make Music Too, are suitable for children from infancy to 8 years old.

Instruction is also key to the **children**'s instruments manufactured by Virginia-based Hohner, whose motto is "music is brainfood for kids..."

...includes age appropriate instructional inserts, specific to each instrument, written by music educators, appealing to **parents** and teachers and requiring no musical experience," notes Tim Henry, Hohner's sales and marketing...

INDUSTRY NAMES: Toys & **games**

File 20:Dialog Global Reporter 1997-2004/Apr 12
File 258:AP News Jul 2000-2004/Apr 12
File 619:Asia Intelligence Wire 1995-2004/Apr 11
File 728:Asia/Pac News 1994-2004/Apr W1
File 995:NewsRoom 2000

Set	Items	Description
S1	7	SMARTBRAIN()MIND()TECHNOLOGIES
S2	3	RD (unique items)
S3	0	S2/2002:2004
S4	0	EARLYSTART()SYSTEM
S5	14	EARLYSTART
S6	12	RD (unique items)
S7	0	S6/2002
S8	1	S6/2003
S9	1	S6/2004
S10	10	S6 NOT S8:S9 [not relevant]

2/7/1 (Item 1 from file: 20)

DIALOG(R)File 20:Dialog Global Reporter
(c) 2004 The Dialog Corp. All rts. reserv.
11777681 (THIS IS THE FULLTEXT)

NGOs urged to help instil positive thinking in Malaysians

NEW STRAITS TIMES (MALAYSIA)

July 03, 2000

KUALA LUMPUR, Sun. - The Government has called on non-governmental organisations to help instil positive thinking and values among Malaysians, particularly the youths.

Minister in the Prime Minister's Department Tan Sri Bernard Dompok said NGOs like the Mind Science Association of Malaysia could play an important role in directing the minds and hearts of the youths towards greater progress.

He said a holistic approach was needed for the country's development with attention placed not only on material and physical progress but also on the mental and spiritual aspects.

"Emphasis on material and physical progress alone could have negative effects on the social and psychological progress of the people," he said.

Dompok was addressing the opening of the first congress on mind science, which is aimed at gathering members of various NGOs to share their approaches on how to tap one's inner potential by using the mind.

"Social ills like lepak and bohsia cultures and gangsterism in schools could be a result of neglect on mental and spiritual development."

Dompok also said that mind science, described as a holistic method of using the mind where the mind, body and spirit function in harmony towards a better and meaningful life, could possibly be introduced as a field of study at local universities.

He said the concept was being increasingly utilised in the fields of healthcare, medicine, sports and business.

"Although it is still new to us, it can be introduced as a subject since it deals with discovery of one's inner potential to encourage him or her to be creative."

However, Dompok agreed that a detailed study on the subject was needed.

He added that bodies like the **Smartbrain Mind Technologies** Centre, Sathya Sai Central Council of Malaysia and Persatuan Brahma Kumaris Raja Yoga Malaysia should promote and expose mind science to the public.

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1. 

Accession Number (ERIC):	ED046510
Author:	Badger, Earladeen
Title:	Activities for Infant Stimulation or Mother-Infant Games.
Pagination:	11
Publication Date:	1970-10-00
EDRS Full Text:	Link To EDRS Full-Text
Publication Type:	
Abstract:	Specific suggestions are offered for mother-infant activities, sequenced according to developmental levels, which foster the physical and mental development of the infant and the socio-emotional relationship between mother and infant. The activities are intended for use by professionals, paraprofessionals, and mother-teacher aides who work with infants in Day Care and Home Bound programs. The program is based on the Uzgirls-Hunt Ordinal Scales of Infant Development and includes these activity categories: (1) Object Permanence, (2) Development of Means, (3) Imitation (Vocal and Gestural), (4) Operational Causality, (5) Object Relations in Space, and (6) Development of Schemas. A list is given of toys and other materials suitable for inclusion in a mother-infant game kit. (NH)



2. 	
Accession Number (ERIC):	ED278475
Author:	Nash, Margaret;Tate, Costella
Title:	Better Baby Care: A Book for Family Day Care Providers.
Pagination:	164
Publication Date:	1986-09-00
EDRS Full Text:	Link To EDRS Full-Text
Publication Type:	Guides - Non-Classroom
Abstract:	<p>A resource for child caregivers providing family day care for infants and toddlers, this book is designed to provide information and suggestions in a format that is easy to follow, and in language that is easy to read. Chapter 1 gives tips on "baby-proofing" the home, as well as ideas for toys, equipment, and how to integrate a baby into the caregiver's schedule. Chapter 2 discusses the baby's need for attachment and self-esteem over and above the physical "basics." Chapter 3 outlines the basic pattern of infant development. With reference to physical, language, cognitive, and emotional development, activities are suggested which encourage growth. Chapter 4 helps caregivers understand and plan for common infant and toddler behaviors as well as behaviors that may need special attention. Chapter 5 offers pointers on nutrition and feeding, and Chapter 6 covers health, safety, and first aid. Chapter 7 discusses the business aspects of being a provider: setting up, advertising, setting fees, keeping records, and other issues. Chapter 8 discusses building a positive relationship with parents, as well as aspects of understanding cultural differences. A list of books for babies, brief descriptions of common health problems of infants, suggestions for assembling a first aid kit, and directions for making toys and conducting learning activities are provided. (RH)</p>



File 350:Derwent WPIX 1963-2004/UD,UM &UP=200419
File 347:JAPIO Nov 1976-2003/Dec(Updated 040402)
File 371:French Patents 1961-2002/BOPI 200209

Set	Items	Description
S1	165273	KIT OR KITS OR GAME OR GAMES
S2	3012007	SYSTEM? ?
S3	20840	BRAIN
S4	515083	DEVELOP? OR STIMULAT?
S5	16370	TEACH OR TEACHES OR TEACHING
S6	7046	EDUCATION OR EDUCATE OR EDUCATES OR EDUCATING
S7	60913	INFANT? ? OR BABY OR BABIES OR CHILD OR CHILDREN OR TODDLE- R? ?
S8	389832	INSTRUCTION? ? OR DIRECTIONS OR ACTIVITY()CARD? ?
S9	78030	PARENT? ? OR CARETAKER? ? OR CAREGIVER? ? OR CARE() (TAKER? ? OR GIVER? ?) OR MOTHER? ? OR FATHER? ?
S10	7832	IC=G09B-019
S11	4	S3 () S1
S12	0	S10 AND S11
S13	55	S3 (3N) S4 (3N) S1:S2
S14	564	S5:S6 (2N) S1
S15	1154	S7 AND S8
S16	1075	S8 AND S9
S17	9	S13:S14 AND S15:S16
S18	2	S10 AND S17
S19	7	S17 NOT S18
S20	23	S8 (2N) S9
S21	0	S10 AND S20
S22	6	S10 AND S8 AND S9
S23	6	S22 NOT S18
S24	3148243	S1:S2
S25	24559	S3 (S) S4 OR S5 OR S6
S26	79	S7 AND S8 (S) S9
S27	0	S24 AND S25 AND S26
S28	138	S7 AND S8 AND S9
S29	2	S24 AND S25 AND S28
S30	168	S3 () S4
S31	13	S7 (10N) S30
S32	13	S31 NOT (S18 OR S22 OR S29)
S33	1	S32 AND S10
S34	12	S32 NOT S33

11/26, TI/1 (Item 1 from file: 350)
DIALOG(R) File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
015891256

WPI Acc No: 2004-049091/200405

Method for offering education service to develop inventive based on nftm-triz

11/26, TI/3 (Item 1 from file: 347)
DIALOG(R) File 347:JAPIO
(c) 2004 JPO & JAPIO. All rts. reserv.
03555880
DIE GAME

11/26, TI/4 (Item 2 from file: 347)
DIALOG(R) File 347:JAPIO

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03265973

DICE GAME

18/7/1 (Item 1 from file: 350)

DIALOG(R)File 350:Derwent WPIX

(c) 2004 Thomson Derwent. All rts. reserv.

011847141

WPI Acc No: 1998-264051/199824

XRPX Acc No: N98-208241

Board game for teaching number and language skills to children - using a number of magnetic tiles on a board divided into a grid, with the tiles marked to emphasise a chosen skill to be practised

Patent Assignee: CONWAY J (CONW-I)

Inventor: CONWAY J

Number of Countries: 001 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
GB 2319882	A	19980603	GB 9725000	A	19971127	199824 B
GB 2319882	B	20010314	GB 9725000	A	19971127	200116

Priority Applications (No Type Date): GB 9624550 A 19961127

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
GB 2319882	A	33	G09B-019/00	
GB 2319882	B		G09B-019/00	

Abstract (Basic): GB 2319882 A

A game uses a magnet receptive board with a grid, e.g. 10x10, that has spaces of equal size, and tiles for the board. There are sets of magnetic tiles marked with numbers, mathematical operators, letters, **instructions**, representations of money, objects familiar to **children**, and blank, coloured tiles. The game can be adapted to emphasise work on mathematics or language. The grid is divided into zones, and the numbered tiles are of various colours. The game may be adapted for use on a computer.

USE - A **game** for **teaching** number manipulation, pattern recognition, money and data handling.

ADVANTAGE - The games may be adapted for **children** of different ages.

Dwg.0/10

Derwent Class: P85

International Patent Class (Main): G09B-019/00

International Patent Class (Additional): G09B-017/00; G09B-019/02

18/7/2 (Item 2 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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007856978 **Image available**

WPI Acc No: 1989-122090/198916

XRPX Acc No: N89-093221

Church service instruction kit - has figures representing participants and objects representing e.g. vessels

Patent Assignee: BEHAN H F J (BEHA-I)

Inventor: BEHAN H F J

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
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US 4818233 A 19890404 US 8715400 A 19870414 198916 B
Priority Applications (No Type Date): US 8715400 A 19870414

Patent Details:

Patent No Kind Lan Pg Main IPC Filing Notes

US 4818233 A 6

Abstract (Basic): US 4818233 A

The kit comprises a first set of model pieces representing an altar, a pulpit, a tabernacle and a baptismal font. A second set of model figures represents a priest and people. A third set of model objects represents altar objects used in a worship service.

The second and third sets are freely movable in both lateral and transverse directions with respect to the altar piece. The model figures and objects may be located and moved with respect to the model pieces to depict various positions of priest, people and objects during the course of the worship service.

USE - A religious instruction kit to teach children about worship services rituals and sacraments.

8A, 8/18

19/26, TI/1 (Item 1 from file: 350)

DIALOG(R) File 350:Derwent WPIX

(c) 2004 Thomson Derwent. All rts. reserv.

015894732

WPI Acc No: 2004-052567/200405

Baseball hitting training kit for teaching young children how to bat at baseball has set of batting instructional sequence illustrations printed on bat, connected to kit casing, to allow user to review sequence of user movements

19/26, TI/3 (Item 3 from file: 350)

DIALOG(R) File 350:Derwent WPIX

(c) 2004 Thomson Derwent. All rts. reserv.

011409198

WPI Acc No: 1997-387105/199736

Motor racing game track, for teaching purposes or as toy - has drive and vehicles separated by track surface which does not contain current-carrying parts, vehicles are not forced to move in set directions or lanes and each can move on track independent of other at its own speed

19/26, TI/4 (Item 4 from file: 350)

DIALOG(R) File 350:Derwent WPIX

(c) 2004 Thomson Derwent. All rts. reserv.

007529710

WPI Acc No: 1988-163642/198824

Educational game teaching children about molestation - has playing board, die, question cards, answer book and counters which may be replaced by computer terminal

19/26, TI/5 (Item 5 from file: 350)

DIALOG(R) File 350:Derwent WPIX

(c) 2004 Thomson Derwent. All rts. reserv.

002080190

WPI Acc No: 1979-A0075B/197901

Bible board game for children - has grooved blocks representing books of bible which can be inserted in slots in sides of board which can hang on wall

19/26, TI/6 (Item 6 from file: 350)
DIALOG(R) File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
001726190
WPI Acc No: 1977-G2684Y/197730

Educational game for school age children - enables players to move competitively along designated path according to responses to questions

19/19/2 (Item 2 from file: 350)
DIALOG(R) File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
013506917 **Image available**
WPI Acc No: 2000-678861/200066
XRPX Acc No: N00-502521

Educating apparatus for special needs children about shapes and hardware comprises platform made up of three panels with a closeable box having a lid with different colored compartments receiving differing shape pegs in each

Patent Assignee: KAPLAN CO INC (KAPL)
Inventor: CALDWELL D A; CULBERSON J L; LOCKHART C
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 6142786	A	20001107	US 99266276	A	19990311	200066 B

Priority Applications (No Type Date): US 99266276 A 19990311

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
US 6142786	A	11	A63B-069/18	

Abstract (Basic): US 6142786 A

NOVELTY - The **education kit** comprises platform (10) made up of three panels (12,40,70) characterized by their outer faces. A closeable box (100) has lid (102) with red (104), yellow (106) and blue compartments (108,110). A collection of round, red pegs (50), triangular yellow pegs (52) and square blue pegs (54) are included. The activity guide (111) is openable into an A-frame with **instructions** and graphics visible to the student.

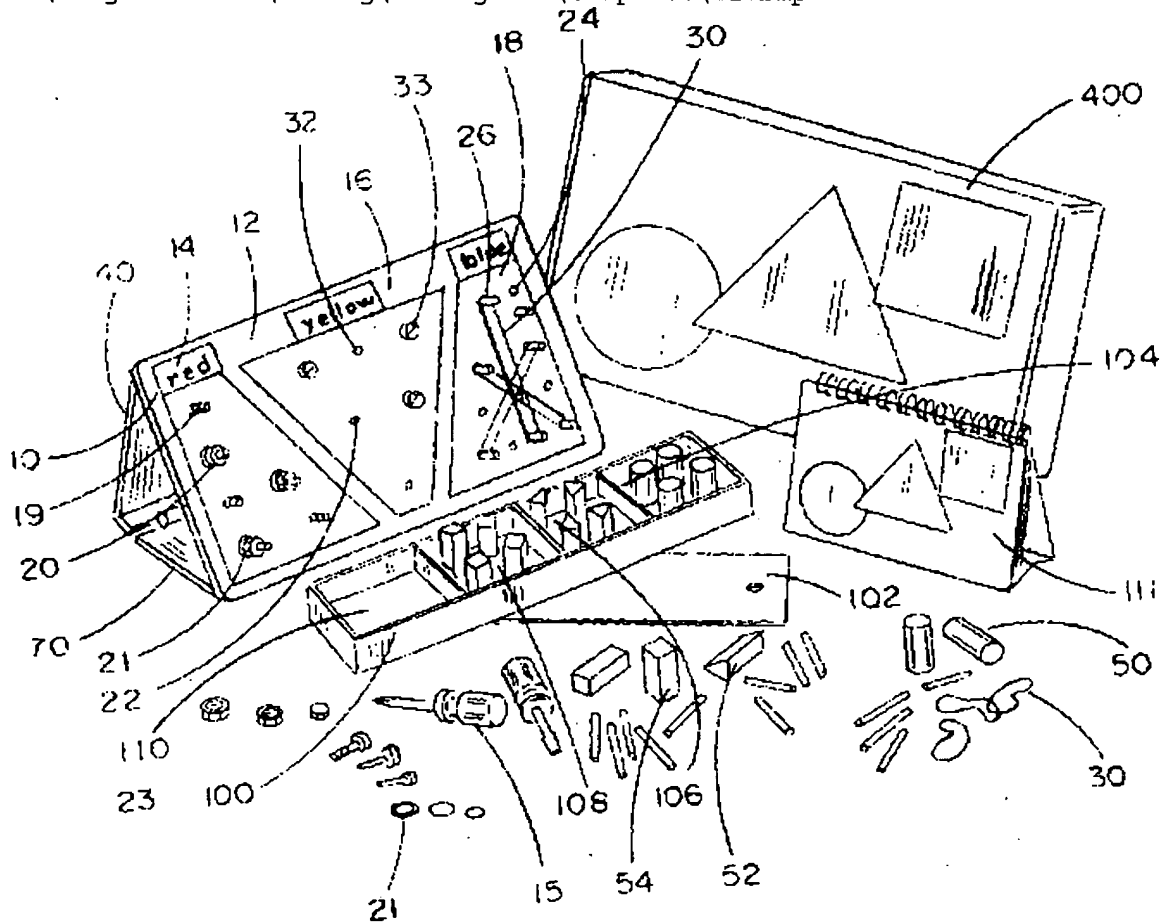
USE - For use in educating special needs **children** about shapes and hardware designed to be used by educated mentally handicapped **children**.

ADVANTAGE - The apparatus enables effective training with the recognition of the objects and can be used independently after minimal amount of **instruction**. The kit includes a collection of elastic bands permitting the **child** to insert the pegs into the openings and stretch elastic bands between the inserted pegs.

DESCRIPTION OF DRAWING(S) - Figure of a perspective view of the kit.

Platform (10)
Three panels (12,40,70)
Round red pegs (50)
Triangular yellow pegs (52)
Square blue pegs (54)
Closeable box (100)
Lid (102)
Red compartment (104)
Yellow compartment (106)
Blue compartments (108)
pp; 11 DwgNo 1/6

C:\Program Files\Dialog\DialogLink\Graphics\41.bmp



International Patent Class (Main): A63B-069/18

19/7/7 (Item 7 from file: 350)
DIALOG(R) File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
001281733
WPI Acc No: 1975-G5643W/197525

Board game for teaching foreign vocabulary to children - has twelve named panels each contg. five-piece jigsaw representing named animal

Patent Assignee: SCHMIEDER D (SCHM-I)

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 3888025	A	19750610				197525 B

Priority Applications (No Type Date): US 74431956 A 19740109

Abstract (Basic): US 3888025 A

A language is introduced to the student in a twelve-puzzle game board accompanied by an instructor's voice on a cassette tape giving **instructions** and presenting vocabulary to be learned. Each of the twelve puzzles is an animal to be assembled within a given space of time, the start of which is signalled by a whistle on a tape. Then the name of the animal is given in e.g. Spanish, the clue as to what the animal is (e.g., Elperro dice bow-bow), and the colour of the animal. The object of the game is to eventually be able to assemble each puzzle

in the time allotted. A combination of audio, visual, tactile, and association learning methods is applied.

International Patent Class (Additional): A63F-009/10; G09B-005/04

23/26, TI/1 (Item 1 from file: 350)

DIALOG(R) File 350:Derwent WPIX

(c) 2004 Thomson Derwent. All rts. reserv.

014308556

WPI Acc No: 2002-129259/200217

Teenage motor vehicle driver training method involves utilizing workout sessions, computer based training, parent -teen activities and certification test for providing proper training

23/26, TI/4 (Item 4 from file: 350)

DIALOG(R) File 350:Derwent WPIX

(c) 2004 Thomson Derwent. All rts. reserv.

011682866

WPI Acc No: 1998-099775/199809

Method for care - giver to teach discipline - involves caregiver selecting several tokens in response to misbehaviour of child and instructing child of suitable token phrase relating to misbehaviour

23/26, TI/6 (Item 1 from file: 347)

DIALOG(R) File 347:JAPIO

(c) 2004 JPO & JAPIO. All rts. reserv.

07400035

PROGRAM, MEMORY MEDIUM AND LEARNING SYSTEM

29/19/2 (Item 2 from file: 350)

DIALOG(R) File 350:Derwent WPIX

(c) 2004 Thomson Derwent. All rts. reserv.

012865802 **Image available**

WPI Acc No: 2000-037635/200003

XRPX Acc No: N00-028302

Bible game for children

Patent Assignee: LAWRENCE F (LAWR-I)

Inventor: LAWRENCE F

Number of Countries: 083 Number of Patents: 003

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 5988641	A	19991123	US 9893288	A	19980608	200003 B
WO 200134257	A1	20010517	WO 99US26593	A	19991110	200129 N
AU 200030991	A	20010606	WO 99US26593	A	19991110	200152 N
			AU 200030991	A	19991110	

Priority Applications (No Type Date): US 9893288 A 19980608; WO 99US26593 A 19991110; AU 200030991 A 19991110

Patent Details:

Patent No Kind Lan Pg Main IPC Filing Notes

US 5988641 A 61 A63F-003/00

WO 200134257 A1 E A63F-003/00

Designated States (National): AL AM AT AU AZ BA BB BG BR BY CA CH CN CU CZ DE DK EE ES FI GB GE GH GM HR HU ID IL IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MD MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM TR TT UA UG US UZ VN YU ZW

Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR IE IT KE LS LU MC MW NL OA PT SD SE SL SZ TZ UG ZW

AU 200030991 A A63F-003/00 Based on patent WO 200134257
Abstract (Basic): US 5988641 A

NOVELTY - The bible game includes an old and new testament game board, angel, vision archangel, penalty and blessing cards (36,44,38,42,40). The game boards have a plurality of consecutive numbered playing spaces arranged spirally so that player moves from start position using dice (34) to a center promised land and golden city in old and new testament boards, respectively.

DETAILED DESCRIPTION - The playing spaces bear old and new testament information in respective boards. The angel and archangel cards includes an angel and archangel picture. The penalty and blessing cards are coded to some of the symbols on the game boards. The vision cards have a unique number for distinguishing between cards, each card having biblical picture and instructions on front face and questions on rear face.

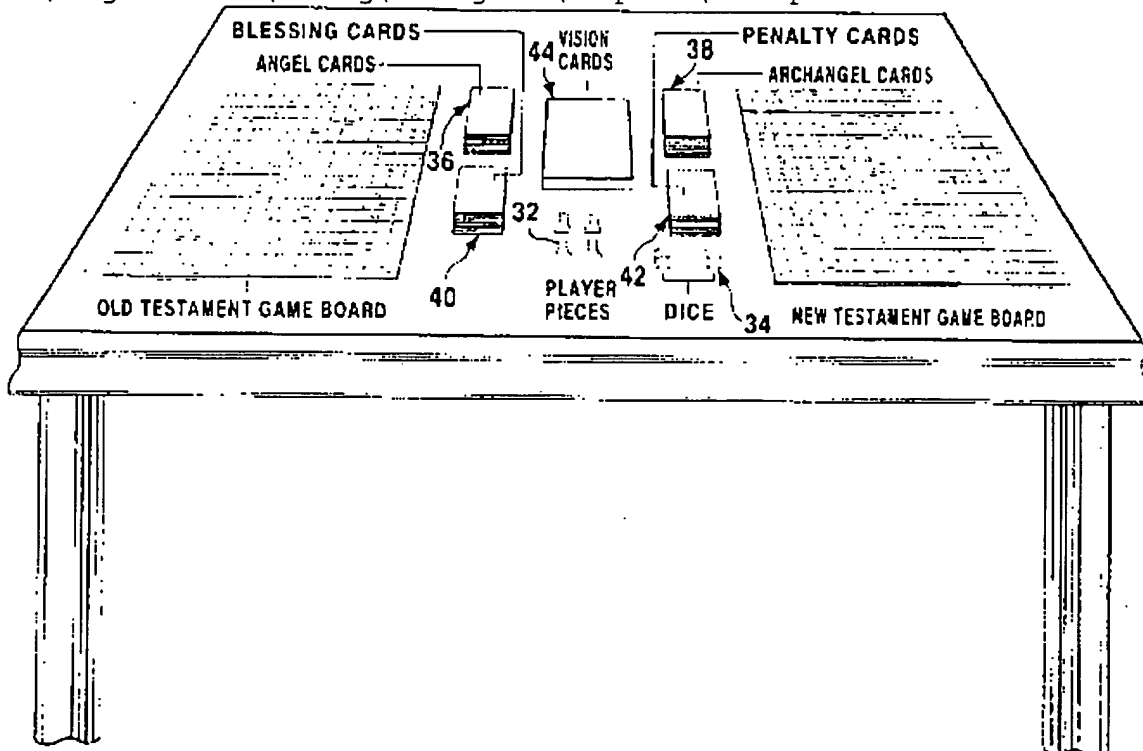
USE - For teaching children biblical truths.

ADVANTAGE - The bible game generates a greater interest in the bible. The game gives parents, teachers and adults the opportunity to discuss events and teachings in bible with children and young people while allowing families to spend quality time together so as to hopefully enhance moral and spiritual aspects of family life and society as a whole.

DESCRIPTION OF DRAWING(S) - The figure shows perspective view of the bible game on a table.

Dice (34)
Angel cards (36)
Archangel cards (38)
Blessing cards (40)
Penalty cards (42)
pp; 61 DwgNo 1/4

C:\Program Files\Dialog\DialogLink\Graphics\42.bmp



International Patent Class (Main): A63F-003/00
International Patent Class (Additional): A63F-009/18

34/26, TI/4 (Item 4 from file: 350)

DIALOG(R) File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
013012661
WPI Acc No: 2000-184512/200017

**Play and educational toy for children for training sense of balance has
trough shape and edges for preventing over-tipping**

34/26, TI/6 (Item 6 from file: 350)

DIALOG(R) File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
012582578
WPI Acc No: 1999-388685/199933

**Study card with score card for teaching arithmetic, nursery rhyme and
discipline to children - has study card which displays picture of numeric
character and nursery rhyme on front side, and dots corresponding to that
numeric character including nursery rhyme and picture of discipline word on
back side**

34/19/7 (Item 7 from file: 350)

DIALOG(R) File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
011094139 **Image available**
WPI Acc No: 1997-072064/199707
XRPX Acc No: N97-059809

**Game tool for child health and brain development - has balance beam
provided across lower part of right and left side frames to which several
horizontal units are piled as gantry of ladder-like piece**

Patent Assignee: URATA N (URAT-I)

Number of Countries: 001 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
JP 8318005	A	19961203	JP 95149592	A	19950524	199707 B
JP 3407094	B2	20030519	JP 95149592	A	19950524	200334

Priority Applications (No Type Date): JP 95149592 A 19950524

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
JP 8318005	A		5	A63B-017/00	
JP 3407094	B2		6	A63B-017/00	Previous Publ. patent JP 8318005

Abstract (Basic): JP 8318005 A

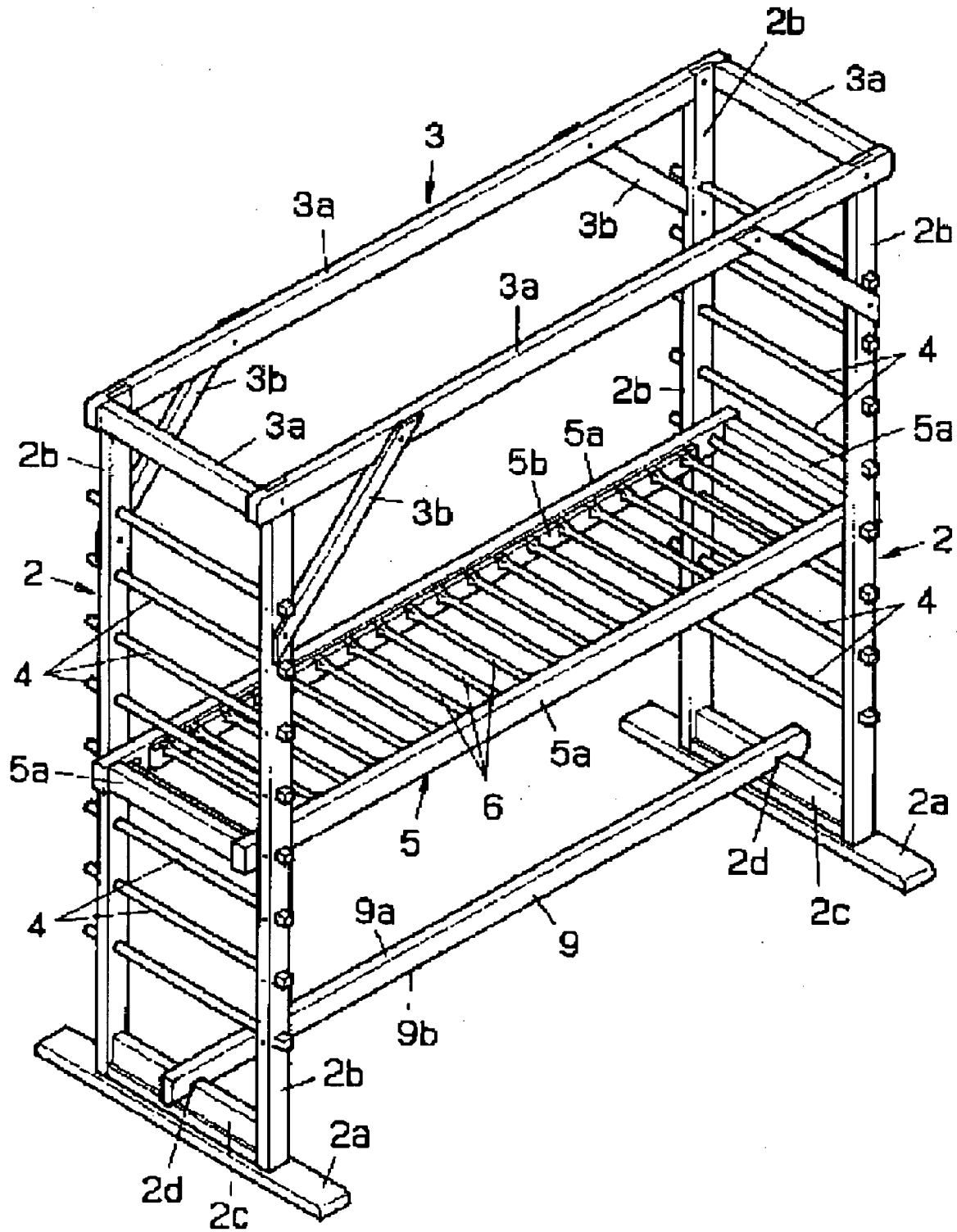
The tool has a main frame (1) formed by a top frame unit (3) and a side frame unit (2 to which several horizontal units (4) are piled as gantry. A ladder-like piece (5) formed by several ladder units (6) is arbitrarily mounted on the horizontal units of the side frame according to the desired inclination.

A balance beam (9) is provided across the lower part of the right and left side frame.

ADVANTAGE - Adapts to height of user since inclination of ladder-like piece is adjustable due to several horizontal units piled on side frame.

Dwg.1/10

C:\Program Files\Dialog\DialogLink\Graphics\43.bmp



International Patent Class (Main): A63B-017/00

File 348:EUROPEAN PATENTS 1978-2004/Apr W01

File 349:PCT FULLTEXT 1979-2002/UB=20040408,UT=20040401

Set	Items	Description
S1	103745	KIT OR KITS OR GAME OR GAMES
S2	1131118	SYSTEM? ?
S3	53155	BRAIN
S4	540129	DEVELOP? OR STIMULAT?
S5	92471	TEACH OR TEACHES OR TEACHING
S6	8614	EDUCATION OR EDUCATE OR EDUCATES OR EDUCATING
S7	53403	INFANT? ? OR BABY OR BABIES OR CHILD OR CHILDREN OR TODDLER? ?
S8	312173	INSTRUCTION? ? OR DIRECTIONS OR ACTIVITY()CARD? ?
S9	71965	PARENT? ? OR CARETAKER? ? OR CAREGIVER? ? OR CARE() (TAKER? ? OR GIVER? ?) OR MOTHER? ? OR FATHER? ?
S10	4730	IC=G09B
S11	6320	IC=A63F
S12	82	S3(2W)S1
S13	460	S1(2N) (S3())S4 OR S5 OR S6)
S14	384	S7(S)S8(S)S9
S15	0	S12:S13(S)S14
S16	25	S14 AND S10:S11
S17	24	S1(S)S14
S18	3	S16 AND S17
S19	540	S12:S13
S20	1338	S8(S)S9
S21	0	S19(S)S20
S22	133	S8(3N)S9
S23	7	S10:S11 AND S22
S24	6	S23 NOT S18
S25	69	S8(5N)S9 NOT S22
S26	2	S10:S11 AND S25
S27	40	S16:S17 NOT (S18 OR S23 OR S24 OR S26)
S28	4	(S22 OR S25) (S)S14 AND S10:S11
S29	6	(S22 OR S25) (S)S14(S)S1
S30	5	S28:S29 NOT (S18 OR S23 OR S24 OR S26)
S31	35	S27 NOT S30

18/3,AB/1 (Item 1 from file: 349)

DIALOG(R)File 349:PCT FULLTEXT

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00837082

INTERACTIVE TOY APPLICATIONS

APPLICATIONS POUR JOUETS INTERACTIFS

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Patent and Priority Information (Country, Number, Date):

Patent: WO 200170361 A2-A3 20010927 (WO 0170361)

Application: WO 2001IL268 20010320 (PCT/WO IL0100268)

Priority Application: US 2000192011 20000324; US 2000192012 20000324; US 2000192013 20000324; US 2000192014 20000324; US 2000193697 20000331; US 2000193699 20000331; US 2000193702 20000331; US 2000193703 20000331; US 2000193704 20000331; US 2000195861 20000407; US 2000195862 20000407; US 2000195863 20000407; US 2000195864 20000407; US 2000195865 20000407; US 2000195866 20000407; US 2000196227 20000410; US 2000197573 20000417; US 2000197576 20000417; US 2000197577 20000417; US 2000197578 20000417; US 2000197579 20000417; US 2000200508 20000428; US 2000200513 20000428; US 2000200639 20000428; US 2000200640 20000428; US 2000200641 20000428; US 2000200647 20000428; US 2000203175 20000508; US 2000203177 20000508; US 2000203182 20000508; US 2000203244 20000508; US 2000204201 20000515; US 2000204200 20000515; US 2000207126 20000525; US 2000207128 20000525; US 2000208105 20000526; US 2000208390 20000530; US 2000208391 20000530; US 2000208392 20000530; US 2000209471 20000605; US 2000210443 20000608; US 2000210445 20000608; US 2000212696 20000619; US 2000215360 20000630; US 2000216237 20000705; US 2000216238 20000705; US 2000217357 20000712; US 2000219234 20000718; US 2000220276 20000724; US 2000221933 20000731; US 2000223877 20000808; US 2000227112 20000822; US 2000229371 20000830; US 2000229648 20000831; US 2000231105 20000908; US 2000231103 20000908; US 2000234883 20000925; US 2000234895 20000925; US 2000239329 20001010; US 2000253362 20001127; US 2000250332 20001129; US 2000254699 20001211; US 2001267350 20010208

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW

(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR

(OA) BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 103613

English Abstract

In an interactive toy environment, in which a plurality of interactive toys are interconnected via a computer network and in which interactive toys interact with one or more users, an inter-toy communication system in which the interaction of a toy with its user is affected by the interaction of either that toy or another toy with another user. The interaction of a toy with its user is personalized and depends on knowledge of the characteristics of both the toy and its user. Interactive toys have real time conversations with users. Networked interactive toys are further able to communicate with computers on the

network so that, if authorized, they are aware of the activities of other toys and of their users. Networked interactive toys may thus utilize information from any computer on the network. Interactive toy applications making use of these features are also provided.

...International Patent Class: **G09B-005/00**

Fulltext Availability:

Detailed Description

Claims

Detailed Description

... 5366 wherein a toy may deliver a recommendation for an activity. A record also includes **instructions** 5367 for performing an activity, the **instructions** being delivered to a user once a user accepts a recommendation. Data in a fi-ee-time database are received from an authorized source, such as a **parent** of a **child** user, or from a multiplicity of authorized sources.

It is appreciated that the functionality of...

18/3,AB/2 (Item 2 from file: 349)

DIALOG(R)File 349:PCT FULLTEXT

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00805558

A METHOD FOR IMPROVING READING SPEED AND COMPREHENSION SKILLS

PROCEDE POUR AMELIORER LA VITESSE DE LECTURE ET LES CAPACITES DE COMPREHENSION

Patent Applicant/Assignee:

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Patent and Priority Information (Country, Number, Date):

Patent: WO 200139159 A1 20010531 (WO 0139159)

Application: WO 2000US31265 20001114 (PCT/WO US0031265)

Priority Application: US 99167342 19991124; US 2000533646 20000322

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CR CU CZ

DE DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ

LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD SE SG

SI SK SL TJ TM TR TT TZ UA UG UZ VN YU ZA ZW

(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR

(OA) BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 12370

English Abstract

A system which utilizes a series of computer controlled exercises designed to strengthen eye muscles to reduce eye fatigue, to increase overall reading speed by performing variable reading speed exercises, and to enhance an eye-brain connection to improve reading comprehension and maintain the speed reading and comprehension skills. A specific variable reading rate process has the reader read at a first rate, then increase to a second rate, and finally decrease to a third reading rate that is

faster than the first rate, and slower than the second rate. Eye-brain connection enhancement exercises include following objects moving in specific patterns across a computer screen, expanding peripheral vision by watching and following the outline of expanding objects, rapidly solving maze puzzles, sequentially locating a series of numbers on a single display screen, and two-point horizontal and vertical scanning.

Main International Patent Class: G09B-017/00

International Patent Class: G09B-017/02 ...

... G09B-017/04

18/3,AB,K/3 (Item 3 from file: 349)

DIALOG(R) File 349:PCT FULLTEXT

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00760589

TOY TELEPHONE EDUCATIONAL OR AMUSEMENT APPARATUS

APPAREIL PEDAGOGIQUE OU LUDIQUE A BASE DE TELEPHONE JOUET

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Patent and Priority Information (Country, Number, Date):

Patent: WO 200074020 A1 20001207 (WO 0074020)

Application: WO 2000IL292 20000523 (PCT/WO IL0000292)

Priority Application: US 99320848 19990526

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY CA CH CN CR CU CZ DE

DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC

LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD SE SG SI

SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW

(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE

(OA) BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 4553

English Abstract

An educational or amusement apparatus for children includes: a telephone unit (20) and separate computer unit (30). The telephone unit includes a toy telephone handset (25), a microphone, a speaker, a processor and a housing. The computer unit is separated from the telephone unit but

connected by a two-way communication link. The processor of the telephone unit is programmable such that certain actions applied by a child with respect to the telephone unit initiate predetermined programs in which recordings are verbally or visually reproduced.

Main International Patent Class: G09B-005/00

Fulltext Availability:

Claims

Claim

- ...whether the requested predetermined response was actually made by the user. Thus, every action the **child** makes produces a response from the computer, which response communicates to the **child** whether the action by the **child** was a correct one, or not; and if the action was a correct one, the program proceeds requiring other interactions with the **child**. If the **child** acts incorrectly, or does not act at all, this is also communicated to the **child**, and the **child** is given a reasonable number of...
 - ...the program proceeds to reproduce other visual or verbal recordings requiring another action by the **child**.
- FIG. 6 is a flow chart illustrating a simple program that may be used with a very young **child** (1 - 3 years old) containing hand interactions, namely, lifting the telephone off its cradle and...
 - ...keypad. In this program, the first three steps 51, 52, 53, are performed by the **parent**, and the remaining ones are performed by the **child**. Thus, the **parent** inserts the software disc 35 into the CD-ROM device of the processor 28 (block 51). The program then provides the **parent** with **instructions** on how to connect the telephone unit to the computer unit 3 (block 52). The **parent** selects the appropriate **game** level for the **child**, e.g., via the computer keyboard 32 or the telephone keypad 22 (block 53). In...
 - ...that age group (1 - 3 year olds). The following operations are then performed by the **child**. As shown by block 54, the **child** lifts the telephone handset off the cradle; i.e., goes off-hook. Three objects then...
 - ...31 (block 55). Two of these objects are blue, and the third is colorless. The **child** is required to color the colorless object blue by pressing the blue key. If the **child** presses the required key (block 56), the colorless object on the screen turns blue (block 57), and the **child** receives a positive response from the processor 28, by producing a display which requires another action by the **child** (block 58). On the other hand, if the **child** does not press the correct key, the figures in the **game** repeat the request twice more, and eventually the object is colored blue by itself, whereupon the display ends (blocks 58 - 61)... The program then waits for the **child** to pick the next scene by pressing another key 23 (block 58). If the **child** does not press one of the keys 23 to initiate another scene within 10 seconds...
 - ...flow chart illustrating another program containing voice interaction, which program is suitable for slightly older **children**, in the 2.5 - 5 year range. However, programs for **children** under 2.5 years could also contain voice interaction. The program of FIG. 7 also begins with a **parent** inserting the software into the computer CD-ROM drive (block 71), and selecting a program in the **game** software (block 72). The **child** is then to press one of the keys 23 of the telephone unit 2 (block 73) whereupon the computer speaker requests the **child** to pick-up the telephone handset (block 74), or rings a bell for conveying the same request. When the **child** goes off-hook (block 75) and starts to talk on the telephone microphone (block 76...
 - ...77). The balloon

appearing on the screen steadily inflates in size all the while the **child** is talking into the microphone 24 (block 78), to a maximum size. (block 79 and 80).

On the other hand, if the **child** does not talk into the microphone, the figures repeat the request twice (block 81), e...

...34 of the computer unit 3; and then the balloon inflate itself (block 77).

The **child** then goes on to inflate the next balloon, until all have been inflated, whereupon the scene ends (blocks 82, 83). The **child** must then press another key to go onto the next scene or program.

Blowing up a balloon is but one of many actions that may be caused by the **child**'s response; examples of other actions are briefly described above. In this example of voice...

24/3,AB,K/2 (Item 1 from file: 349)

DIALOG(R)File 349:PCT FULLTEXT

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01101367

BEHAVIOR SHAPING KIT

TROUSSE DE FORMATION DE COMPORTEMENT

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Legal Representative:

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Patent and Priority Information (Country, Number, Date):

Patent: WO 200423433 A1 20040318 (WO 0423433)

Application: WO 2003US27818 20030904 (PCT/WO US03027818)

Priority Application: US 2002236902 20020909

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU

CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP

KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO

RU SC SD SE SG SK SL TJ TM TN TR TT TZ UA UG US UZ VC VN YU ZA ZM ZW

(EP) AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HU IE IT LU MC NL PT RO SE
SI SK TR

(OA) BF BJ CF CG CI CM GA GN GQ GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZM ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 2902

English Abstract

A behavior shaping kit includes at least one time-out defining device, at least one timer, a plurality of stickers having prohibitory indicia marked thereon, training devices for a **caregiver**, a plurality of stop signs, and craft tools. The **caregiver** affixes stickers having prohibitory indicia marked thereon, to items in the house with which the child should not come into contact. When a child does come into contact with these items, the child is immediately placed in a time-out area which is defined by a time-out defining device. A time-out defining device serves to restrict movement of the child from place to place.

Main International Patent Class: G09B-019/00

Fulltext Availability: Detailed Description

Detailed Description

... certain impulse.

The caregiver's training devices 20 are to be used by the l

is **caregiver** for **instruction** on behavior shaping. Typical examples of! "caregiver" s training devices include, but are not limited...

24/3,AB,K/3 (Item 2 from file: 349)

DIALOG(R)File 349:PCT FULLTEXT

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01037542

TEACHING BOARD FOR INFANTS AND CHILDREN

TABLEAU DIDACTIQUE POUR PETITS ENFANTS ET ENFANTS

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Patent and Priority Information (Country, Number, Date):

Patent: WO 200367557 A1 20030814 (WO 0367557)

Application: WO 2002KR442 20020314 (PCT/WO KR0200442)

Priority Application: KR 20024254 U 20020208 (KR U)

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU

CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP

KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO RU

SD SE SG SI SK SL TJ TM TN TR TT TZ UA UG US UZ VN YU ZA ZM ZW

(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR

(OA) BF BJ CF CG CI CM GA GN GQ GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZM ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 2169

English Abstract

Disclosed herein is a teaching board for infants and children. In this teaching board, the depth of the intaglio groove is varied, such that the depth of the groove increases from a point of initiating a line to a point of terminating a line according to a correct way of writing a letter or character. At this time the bottom of the groove is inclined downwardly at an angle of 3(similar)20(deg) from an initiating point to a terminating point of a line. Edges (22a, 22b, 22c, 22d) of the intaglio (24) are protruded inwardly by 1(similar)5mm to narrow the opening of the intaglio (24), so a writingtool comes into close contact with the edges of the intaglio when young children write letters, thus preventing unsteadiness of the writing tool while writing. The present invention allows a user to correctly learn letters and repeatedly use the teaching board.

Main International Patent Class: **G09B-019/08**

Fulltext Availability: Detailed Description

Detailed Description

... material. At the initial stage of learning, the young children repeat 1 pronunciation exercises under the **instruction** of their **parents** for a lengthy period of time, thus acquiring a reading skill. Thereafter, the young children...

24/3,AB,K/4 (Item 3 from file: 349)

DIALOG(R)File 349:PCT FULLTEXT

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00903341

METHOD AND APPARATUS FOR TEACHING ALPHABET LETTERING
PROCEDE ET APPAREIL POUR ENSEIGNER LA FORMATION DES LETTRES DE L'ALPHABET

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Patent and Priority Information (Country, Number, Date):

Patent: WO 200237450 A1 20020510 (WO 0237450)

Application: WO 2000US28874 20001102 (PCT/WO US0028874)

Priority Application: WO 2000US28874 20001102

Designated States: AE AL AM AT AU AZ BA BB BG BR BY CA CH CN CR CU CZ DE DK
DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK
LR LS LT LU LV MA MD MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SL
TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW

(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR

(OA) BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 3972

English Abstract

A method and apparatus for lettering through graphical and color association. Each letter (10) is composed of strokes or motions which the pen follows to create the letter. By assigning each motion to a particular color, a student can visualize the creation of the letter. By differentiating the color for motions that proceed in different directions, the student can distinguish between letters that are similar, but facing different directions such as the "b" and the "d". Additionally, when the letters are presented as finished letters with the individual "strokes" of the letter shown in the layered collage of stroke colors and with directional arrows (24) provided, a student can "see" the parts that make up the letter and more easily understand how to reproduce the letter. A book for teaching the method is also presented.

Main International Patent Class: **G09B-011/00**

Fulltext Availability: Detailed Description

Detailed Description

... provide a novel method of teaching lettering through sequential drawings, which allows for self-guided instruction by parents to children, or by students using their own initiative to progress through the lessons at...

24/3,AB,K/1 (Item 1 from file: 348)

DIALOG(R) File 348:EUROPEAN PATENTS

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01431350

Game controller

Spieleingabegerat

Appareil de commande de jeu

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PATENT (CC, No, Kind, Date): EP 1208883 A2 020529 (Basic)

APPLICATION (CC, No, Date): EP 2001309838 011122;

PRIORITY (CC, No, Date): US 718983 001122

DESIGNATED STATES: AT; BE; CH; CY; DE; DK; ES; FI; FR; GB; GR; IE; IT; LI;
LU; MC; NL; PT; SE; TR

EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI

INTERNATIONAL PATENT CLASS: A63F-013/06

ABSTRACT EP 1208883 A2

A game controller (10) comprises a plurality of conventional game control keys (not shown) conveniently positioned for operation by the user, in associated conventional gaming programming. The controller (10) further comprises additional keys (28) for macro programming for storing key sequences and associated logistic operators such as operational duration and inter-key intervals. Parental control programming may be used to monitor and limit game-playtime.

ABSTRACT WORD COUNT: 64

NOTE: Figure number on first page: 2

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200222	1804
SPEC A	(English)	200222	4269
Total word count - document A			6073
Total word count - document B			0
Total word count - documents A + B			6073

INTERNATIONAL PATENT CLASS: A63F-013/06

...CLAIMS electronic game and a separate electronic device.

28. The medium of claim 26, wherein the **parental** control programming comprises **instructions** for setting an allocation time for a period of time, whereby the game controller may...

...wherein the period of time is one day.

The medium of claim 28, wherein the **parental** control programming comprises **instructions** for automatically reinitializing the allocation time.

32. The medium of claim 26, wherein the **parental** control programming comprises **instructions** for:

timing an interval; and

determining if a key was activated during the interval whereby game-play time may be monitored

33. The medium of claim 33, wherein the **parental** control programming comprises **instructions** for:

comparing the interval time with an allocation time; and

limiting responses to key activations...

...exceeded, whereby game play may be limited.

34. The medium of claim 26, wherein the **parental** control programming comprises **instructions** for limiting responses to selected key activations...

26/3,AB,K/1 (Item 1 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
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00742426

**AN EDUCATIONAL TOOL, ENTERTAINMENT SYSTEM OR SEARCH TOOL
OUTIL EDUCATIF, SYSTEME DE DIVERTISSEMENT OU OUTIL DE RECHERCHE**

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Patent Applicant/Inventor:

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Patent and Priority Information (Country, Number, Date):

Patent: WO 200055797 A1 20000921 (WO 0055797)

Application: WO 2000GB710 20000229 (PCT/WO GB0000710)

Priority Application: SG 99926 19990315

Designated States: AE AL AM AT AU AZ BA BB BG BR BY CA CH CN CR CU CZ DE DK
DM EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR
LS LT LU LV MA MD MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SL TJ
TM TR TT TZ UA UG US UZ VN YU ZA ZW

(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE

(OA) BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG

(AP) GH GM KE LS MW SD SL SZ TZ UG ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 5058

English Abstract

An educational tool, search tool or entertainment system comprising one or more identification means (1) each associated with an item, a reader (2) for detecting and interrogating the identification means (1) to identify the item associated therewith and processing means (4) operable to react in a predetermined manner to the identification of a detected item. There is also provided a method of providing entertainment or educational information or searching comprising the steps of: providing one or more items with detectable identification means (1); detecting an item; interrogating the item and identifying the item from the identification means (1); and providing information in response to the identification of an item.

International Patent Class: **G09B-005/06**
Fulltext Availability: Detailed Description
Detailed Description

... with a separate label 1) one by one in the correct order and giving necessary **instructions** .

In a fifth embodiment, the **parents** or a teacher can program the labels I and the reader 2 suitably and attach...

26/3,AB,K/2 (Item 2 from file: 349)

DIALOG(R) File 349:PCT FULLTEXT

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00507964

SYSTEM FOR INSTRUCTING THE PLAYING OF A MUSICAL INSTRUMENT
SYSTEME DIDACTIQUE D'APPRENTISSAGE D'UN INSTRUMENT DE MUSIQUE

Patent Applicant/Assignee:

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Inventor(s):

RENARD Paul S,

GRAHAM Robert R Jr,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9939316 A1 19990805

Application: WO 99US1530 19990126 (PCT/WO US9901530)

Priority Application: US 9872891 19980128

Designated States: AU CA NZ AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL
PT SE

Publication Language: English

Fulltext Word Count: 8608

English Abstract

The present invention discloses a novel method and apparatus for instructing a student how to play a musical instrument. The method includes providing a display device (16), displaying a staff (34, 36) on the display device, displaying an image (38) on the display device, and instructing the student to focus on the image while preferably using a musical instrument (20) to play the notes on the staff, wherein the image moves generally in the direction of the progression of notes on the staff while the student attempts to play the notes with the musical instrument. As the image moves, the image preferably moves in a direction generally parallel to the staff.

Main International Patent Class: **G09B-015/00**

International Patent Class: **G09B-015/02**

Fulltext Availability: Detailed Description

Detailed Description

... very much fun. This is true especially of children who are often "forced" by their **parent** (s) to take musical instrument **instruction** or "music lessons." As a result of the particular method being used to teach the...

31/6/3 (Item 3 from file: 348)

00757775

APPARATUS AND METHODS FOR CONTROLLING EDUCATIONAL AND AMUSEMENT USE OF A TELEVISION

31/6/5 (Item 1 from file: 349)

01055676 **Image available**

ONLINE EDUCATIONAL ANALYTICAL PROCESSING

31/6/13 (Item 9 from file: 349)
00986991 **Image available**
METHOD AND SYSTEM FOR PROVIDING IMPROVED USER INPUT CAPABILITY FOR
INTERACTIVE TELEVISION

31/6/15 (Item 11 from file: 349)
00916686 **Image available**
A PICTURE BASED PSYCHOLOGICAL TEST

31/6/16 (Item 12 from file: 349)
00911772
CHILD'S STORYBOOK

31/6/17 (Item 13 from file: 349)
00836115 **Image available**
METHODS AND APPARATUS FOR INTEGRATION OF INTERACTIVE TOYS WITH INTERACTIVE
TELEVISION AND CELLULAR COMMUNICATION SYSTEMS

31/6/23 (Item 19 from file: 349)
00738589 **Image available**
COMPUTER CONTROLLED TOYS THAT PROVIDE MESSAGES TO THE USER

31/6/30 (Item 26 from file: 349)
00513346 **Image available**
SYSTEM AND METHOD FOR TRACKING AND ASSESSING MOVEMENT SKILLS IN
MULTIDIMENSIONAL SPACE

31/3,AB,K/2 (Item 2 from file: 348)
DIALOG(R) File 348:EUROPEAN PATENTS
(c) 2004 European Patent Office. All rts. reserv.
00759862
EDUCATION AND ENTERTAINMENT DEVICE WITH DYNAMIC CONFIGURATION AND OPERATION
LEHR-UND UNTERHALTUNGSVORRICHTUNG MIT DYNAMISCHER GESTALTUNG UND
ARBEITSGANG
DISPOSITIF PEDAGOGIQUE ET RECREATIF A CONFIGURATION ET FONCTIONNEMENT
DYNAMIQUES

PATENT ASSIGNEE:

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INVENTOR:

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LEGAL REPRESENTATIVE:

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PATENT (CC, No, Kind, Date): EP 772857 A1 970514 (Basic)
EP 772857 B1 990113
WO 9604635 960215

APPLICATION (CC, No, Date): EP 95928486 950728; WO 95EP3013 950728

PRIORITY (CC, No, Date): US 283276 940729

DESIGNATED STATES: DE; ES; FR; GB; NL

INTERNATIONAL PATENT CLASS: G09B-005/06 ; G09B-005/04 ; A63H-003/28;
A63H-030/04; G09B-005/12

NOTE: No A-document published by EPO

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text Language Update Word Count

CLAIMS B (English)	9902	465
CLAIMS B (German)	9902	457
CLAIMS B (French)	9902	547
SPEC B (English)	9902	7955
Total word count - document A		0
Total word count - document B		9424
Total word count - documents A + B		9424

...SPECIFICATION to enable or establish additional device capabilities.

Telephone 24 provides for the owner, or the **parents** of the owner, an ability to generate control messages 16 for selected behavior or activity of device 12. For example, a **parent** may cause transmission, by way of telephone 24, of a control message 16 causing device 12 to enunciate a specific phrase. For example, the **parent** reminds the **child** to do homework, go to bed, brush teeth, or provides any of a variety of messages possibly more readily accepted and followed when provided by a friendly toy character. The **parent** uses device 12 to deliver such messages from a friendly source, i.e., device 12, rather than from only an authoritarian or **parental** source. Such message delivery by device 12 fosters eagerness to follow message **directions** when also given in conjunction by the **parent**...

31/3,AB,K/4 (Item 4 from file: 348)

DIALOG(R)File 348:EUROPEAN PATENTS

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00295376

Electronic instructional apparatus.

Elektronisches Lehrgerat.

Dispositif d'enseignement electronique.

PATENT ASSIGNEE:

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LEGAL REPRESENTATIVE:

Beyer, Rudi (1962), Patentanwalt Dipl.-Ing. Rudi Beyer Am Dickelsbach 8,
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PATENT (CC, No, Kind, Date): EP 310766 A1 890412 (Basic)
EP 310766 B1 931020

APPLICATION (CC, No, Date): EP 88111884 880723;

PRIORITY (CC, No, Date): GB 8723594 871008

DESIGNATED STATES: DE; FR

INTERNATIONAL PATENT CLASS: **G09B-017/00**

ABSTRACT EP 310766 A1

An electronic instructional apparatus (10) is provided wherein the operator engages in exercises in spelling, arithmetic and associational exercises by responding, in part, to audible prompts provided by the apparatus in the form of requests and/or questions to which the operator must respond. The requests and/or questions are based upon digital data stored within memory representative of numbers, letters of the alphabet, colors and physical objects, such as commonly recognized animals. The

operator responds to the requests and/or questions by inserting answer blocks (30) into input cavities (18), (19), (20), (21) provided in the apparatus housing (23). Each answer block (30) has disposed thereon a plurality of display faces bearing indicia representative of potential responses to the presented statements and/or questions. Each display face (32), (33), (34) has corresponding input surfaces (37), (38), (39), (40), (41), (42) which cooperate with detection elements (14), (15), (16), (17) to input into said apparatus (10) the response selected by the operator. The apparatus further comprises speech synthesis and sound production elements (70) to produce the audible presentations.

ABSTRACT WORD COUNT: 165

LANGUAGE (Publication, Procedural, Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS B	(English)	EPBBF1	2478
CLAIMS B	(German)	EPBBF1	1712
CLAIMS B	(French)	EPBBF1	1816
SPEC B	(English)	EPBBF1	5266
Total word count - document A			0
Total word count - document B			11272
Total word count - documents A + B			11272

...SPECIFICATION utilizes response association training in exercises involving spelling, counting and object and color identification.

Electronic **instructional** apparatus are **well** known in the prior art. These apparatus are primarily devoted to the **instruction** of mathematical **and** spelling skills through the utilization of visual displays which are presented to the **child**. Several prior **art** devices operated by presenting upon a visual display screen a mathematical operation to be solved...

...do not incorporate speech synthesis features for asking questions or otherwise soliciting responses from the **child** operator **via** a synthesized human voice thus often requiring that the **child** operator **have** at least minimal reading skills, or alternatively, that the **child** be **assisted** in using the apparatus by another individual, often the **parent**.

An **additional** prior art device is disclosed in United States Patent No. 4,516,260 issued to...

31/3,AB,K/6 (Item 2 from file: 349)

DIALOG(R) File 349:PCT FULLTEXT

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01038649

LEARNING CENTER

CENTRE D'APPRENTISSAGE

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Patent and Priority Information (Country, Number, Date):

Patent: WO 200368344 A2-A3 20030821 (WO 0368344)

Application: WO 2003US551 20030106 (PCT/WO US0300551)

Priority Application: US 2002346322 20020105; US 2003336239 20030103

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU

CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP

KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO

RU SC SD SE SG SK SL TJ TM TN TR TT TZ UA UG US UZ VC VN YU ZA ZM ZW

(EP) AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HU IE IT LU MC NL PT SE SI
SK TR

(OA) BF BJ CF CG CI CM GA GN GQ GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZM ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 6326

English Abstract

Infants and toddlers are introduced to learning through musical sounds and visual stimulation related to different fields of experience. A learning center table (1) includes a hinged book (8) moveable to display a first or a second page (7). Turning the page selects between a first and a second mode of operation. In one embodiment, the first page illustrates learning indicia such as letters or numbers (fig 3A), with child/toy interaction giving rise to stimulus related primarily to the concepts to be learned. In a second mode, the second page illustrates musical indicia such as instruments and notes (fig 3B), and child/toy interaction gives rise to stimulus related primarily to musical concepts such as timbre, melody, and rhythm.

Main International Patent Class: G09B-005/00

Fulltext Availability: Detailed Description

Detailed Description

... items 707(b) on the housing to produce sounds from the toy 2.

[0052] A **parent** or a **child** may turn the pages of the book 701 to change the operational mode of the...

...mode and a music operational mode. In this embodiment, the learning mode may include language **instruction**.

[0053] While the embodiments illustrated and described in the preceding figures relate to a toy...

31/3,AB,K/8 (Item 4 from file: 349)

DIALOG(R) File 349:PCT FULLTEXT

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01001015

LEARNING SYSTEMS

SYSTEMES D'APPRENTISSAGE

Patent Applicant/Assignee:

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Patent Applicant/Inventor:

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Legal Representative:

DEANS Michael John Percy (agent), M.J.P. Deans, Lane End House, Hoockley Lane, Elstead, Surrey GU8 6JE, GB,

Patent and Priority Information (Country, Number, Date):

Patent: WO 200330127 A2 20030410 (WO 0330127)
Application: WO 2002GB4492 20021004 (PCT/WO GB0204492)
Priority Application: GB 200123863 20011004

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU
CZ DE DK DM DZ EC EE ES FI GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR
KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO RU
SD SE SG SI SK SL TJ TM TN TR TT TZ UA UG US UZ VN YU ZA ZM ZW

(EP) AT BE BG CH CY CZ DE DK EE ES FI FR GB GR IE IT LU MC NL PT SE SK TR
(OA) BF BJ CF CG CI CM GA GN GQ GW ML MR NE SN TD TG
(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZM ZW
(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 5727

Main International Patent Class: G09B-007/00

International Patent Class: G09B-005/00

Fulltext Availability: Detailed Description

Detailed Description

... literacy pupil session, commencing, as with the spelling and mental maths sessions, with an introductory **instruction** page shown in Fig. 12. Similar sessions, ...button 14 takes the pupil to a further screen shown in Fig. 13 with further **instructions** including a "Tip from the Top" suggestion 25 reached by clicking on a button 26, which helps the **child** understand the topic by giving additional guidance. In this case, clicking on button 26 will...pupil is provided with feedback on their answer 36. If the answer was correct the **child** is presented with a ... correct answer. Where the answer given was incorrect, the correct answer is shown alongside the **child**'s incorrect answer for comparison. The scores are stored by the analyzer 38 and, as...
...39 a report or cumulative performance analysis for the pupil is provided on request to **parent**, teacher or **child**. The report may be tailored to the particular audience and, as indicated at 40, may user operable means (personal computer) of the teacher, **parent** or **child** concerned. The system enables data held in the analyzer to be stored for an individual **child** so as to show their progress over a number of years. The analysis may be...

31/3,AB,K/19 (Item 15 from file: 349)

DIALOG(R) File 349:PCT FULLTEXT

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00818705

**METHODS AND SYSTEMS FOR MULTIMEDIA EDUCATION
PROCEDES ET SYSTEMES D'ENSEIGNEMENT MULTIMEDIA**

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Patent and Priority Information (Country, Number, Date):

Patent: WO 200152219 A2 20010719 (WO 0152219)
 Application: WO 2001US1279 20010112 (PCT/WO US0101279)
 Priority Application: US 2000175750 20000112

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CR CU CZ
 DE DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ
 LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD SE SG
 SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW
 (EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR
 (OA) BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG
 (AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW
 (EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 13192

Main International Patent Class: G09B-007/04

International Patent Class: G09B-005/08 ...

... G09B-017/00

Fulltext Availability: Detailed Description

Detailed Description

... hour. These tutoring services expect a minimum of one hundred and
 twenty hours worth of **instruction** in between initial assessment and
 interim assessment of the **child0**. This means the **parents** are required
 to make a significant financial investment before the tutoring service is
 willing to evaluate their own effectiveness. Only **parents** that can
 afford this investment can take advantage of private tutoring. Most of
 the **children** that are classified in the at risk category come from
 families that are living at...

31/3,AB,K/24 (Item 20 from file: 349)

DIALOG(R) File 349:PCT FULLTEXT

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00732019

TOY TELEPHONE HAVING PHONE NUMBER TEACHING SYSTEM

TELEPHONE JOUET EQUIPE D'UN SYSTEME D'APPRENTISSAGE DES NUMEROS
 TELEPHONIQUES

Patent Applicant/Assignee:

ASRC Searcher: Jeanne Horrigan
Serial 10/028335
April 12, 2004

54

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Patent and Priority Information (Country, Number, Date):

Patent: WO 200045357 A1 20000803 (WO 0045357)

Application: WO 99US26498 19991110 (PCT/WO US9926498)

Priority Application: US 99240898 19990129

Designated States: CA MX

(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE

Publication Language: English

Filing Language: English

Fulltext Word Count: 5096

English Abstract

A housing (11) supports a keypad (20) having a four by three matrix (103) of depressible buttons (21-32) each bearing an appropriate number or symbol in correspondence to the four by three arrangement of a conventional telephone. The housing (11) further supports a pageable book (13) having a plurality of pivotally secured pages (33) each bearing a selected image (73) and corresponding number (74). Each depressible button (21-32) includes a lighting device (41-52) and a push button switch (30) in association therewith. The depressible button (21) operates the switch when the button is pressed and the button is illuminated when the light is energized. An electronic circuit (112) within the housing operates the plurality of switches (103) and lights (102) associated with the plurality of buttons (21-32) in accordance with a stored instruction set.

Main International Patent Class: G09B-019/00

Fulltext Availability: Detailed Description

Detailed Description

... of processor 101 in a selected mode, The activation of program switch 109 allows the **parents** of the **child** user to input a number such as a home phone number to processor 101, In accordance with the **instruction** set within memory 105, processor 101 stores this number within memory 105,

Thereafter when a mode has been selected, processor 101 responds to a corresponding stored **instruction** set within memory 105 to apply digitally encoded signals to light driver 102 which in...

31/3,AB,K/31 (Item 27 from file: 349)

DIALOG(R) File 349:PCT FULLTEXT

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00404023

AGENT BASED INSTRUCTION SYSTEM AND METHOD

SYSTEME ET PROCEDE D'ENSEIGNEMENT ASSISTE PAR AGENT

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LUKAS Andrew V,

PADWA David J,

Inventor(s):

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LUKAS Andrew V,
PADWA David J,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9744767 A1 19971127
Application: WO 97US8687 19970522 (PCT/WO US9708687)
Priority Application: US 96651422 19960522; US 9622844 19960731

Designated States: AL AM AU AZ BA BB BG BR BY CA CN CU CZ EE GE GH HU IL IS
JP KG KP KR KZ LC LK LR LT LV MD MG MK MN MX NO NZ PL RO RU SG SI SK TJ
TM TR TT UA US UZ VN YU GH KE LS MW SD SZ UG AM AZ BY KG KZ MD RU TJ TM
AT BE CH DE DK ES FI FR GB GR IE IT LU MC NL PT SE BF BJ CF CG CI CM GA
GN ML MR NE SN TD TG

Publication Language: English

Fulltext Word Count: 41915

English Abstract

This invention relates to a system and method for interactive, adaptive and individualized computer assisted instruction. This invention includes an agent (108) for each student (101) which adapts to its student, and provides individualized guidance to the student and controls to the augmented computer assisted instructional materials. The instructional materials of this invention are augmented to communicate the student's performance and the material's pedagogical characteristics to the agent, and to receive control from the agent. Preferably, the content of the communication between the agent and the materials conforms to specified interface standards so that the agent acts independently of the content of the particular materials. Also preferably, the agent can project using various I/O modalities integrated, engaging, life-like display persona(e) appropriate to the preferences of its student, and appear as a virtual tutor to the student. Finally, preferably this invention is implemented on computers interconnected by a network.

Main International Patent Class: G09B-005/12

Fulltext Availability: Detailed Description
Detailed Description

... system also provides teachers and administrators with standard querying and report generating capabilities.

If appropriate, **parents** can also be actors in aft embodiment of the ABI system. A student's **parents** can be given access to certain fields in their student's data object in order that they can receive rapid information on their **child**'s assignments and performance. This information can be made available at home on the same client system that their student receives **instruction** and homework...

31/3,AB,K/32 (Item 28 from file: 349)

DIALOG(R) File 349:PCT FULLTEXT

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00404022

AGENT BASED INSTRUCTION SYSTEM AND METHOD
SYSTEME ET PROCEDE D'ENSEIGNEMENT ASSISTE PAR AGENT

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LUKAS Andrew V,
PADWA David J,

Inventor(s):

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LUKAS George,

LUKAS Andrew V,
PADWA David J,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9744766 A1 19971127
Application: WO 97US8685 19970522 (PCT/WO US9708685)
Priority Application: US 96651422 19960522; US 9737108 19970131

Designated States: AL AM AU AZ BA BB BG BR BY CA CN CU CZ EE GE GH HU IL IS
JP KG KP KR KZ LC LK LR LT LV MD MG MK MN MX NO NZ PL RO RU SG SI SK TJ
TM TR TT UA US UZ VN YU GH KE LS MW SD SZ UG AM AZ BY KG KZ MD RU TJ TM
AT BE CH DE DK ES FI FR GB GR IE IT LU MC NL PT SE BF BJ CF CG CI CM GA
GN ML MR NE SN TD TG

Publication Language: English

Fulltext Word Count: 46180

English Abstract

This invention relates to a system and method for interactive, adaptive, and individualized computer assisted instruction. This invention includes an agent (108) for each student (101) which adapts to its student, and provides individualized guidance to the student and controls to the augmented computer assisted instructional materials. The instructional materials of this invention are augmented to communicate the student's performance and the material's pedagogical characteristics to the agent, and to receive control from the agent. In a preferred embodiment, the agent maintains data reflecting the student's pedagogic or cognitive characteristics in a protected and portable media in the personal control of the student. Preferably, the content of the communication between the agent and the materials conforms to specified interface standards, so that the agent acts independently of the content of the particular materials. Also preferably, the agent can project using various I/O modalities integrated engaging, lifelike display persona(e).

Main International Patent Class: G09B-005/12

Fulltext Availability: Detailed Description

Detailed Description

... oriented database system, It is an advantage of this invention in a school context that **parents** can have access to current data on their **children** , and thereby play a more informed role in their **children** 's education,

Another object of the invention is to utilize current technologies for student interaction...of skill in the art that by providing interactive, adaptive, and self-paced computer assisted **instruction** and homework delivered over widely available computer networks this invention has immediate application in public, private, and commercial school environment of all levels. Educational research shows that **instruction** and homework of these characteristics improves students' educational outcomes, Further, in school contexts this invention...

...provides-immediate access to 10 student performance and pedagogic characteristics to all interested parties, including **parents** .

4e BRIEF DESCRIPTIONS OF THE DWINGS

These and other objects, features, and advantages of the...also provides 20 teachers and administrators with standard querying and report generating capabilities.

If appropriate, **parents** can also be actors in an embodiment of the ABI system, A student's **parents** can be given access to certain fields.in their studentfs data object

25 and school-student data areas in order that they can receive rapid information on their **child**'s assignments and performance. This information can be made available at home on the same client system that their student receives **instruction** and homework,
Finally, educational researchers can receive certain access to ABI systems in order to...
...on a separate system. Generally, an instructional designer authors materials including, for example, computer assisted **instruction** as known in the art, computer assisted exercises such a homework or simulation, and computer...
...interactive rather than prescriptive, Advantageously, the system structure can accommodate existing forms of computer assisted **instruction** by embedding such existing **instruction** in materials of this invention which contain notations and generate agent event messages...

31/3,AB,K/34 (Item 30 from file: 349)
DIALOG(R) File 349:PCT FULLTEXT
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00322127

**EDUCATION AND ENTERTAINMENT DEVICE WITH DYNAMIC CONFIGURATION AND OPERATION
DISPOSITIF PEDAGOGIQUE ET RECREATIF A CONFIGURATION ET FONCTIONNEMENT
DYNAMIQUES**

Patent Applicant/Assignee:

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Inventor(s):

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Patent and Priority Information (Country, Number, Date):

Patent: WO 9604635 A1 19960215

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Priority Application: US 94283276 19940729

Designated States: AU BR CA CH CN JP KR MX RU AT BE CH DE DK ES FR GB GR IE
IT LU MC NL PT SE

Publication Language: English

Fulltext Word Count: 9135

English Abstract

A one-way individual or group addressable communication link by paging system protocol delivers to a small data terminal (14) of an entertainment or education device (12) command messages relevant to current real world information such as news or weather information, and also relevant to current television series storylines. The device (12) provides a separate and independent mechanism augmenting educational or entertainment aspects of current events or television programming without requiring an expensive user interface mechanism in implementation of complex and robust control and configuration features.

Main International Patent Class: G09B-005/06

International Patent Class: G09B-05:04 ...

... G09B-05:12

Fulltext Availability: Detailed Description

Detailed Description

... Telephone 24 provides for the owner, or the **parents** of the owner, an ability to generate control messages 16 for selected behavior or activity of device 12. For example, a **parent** may cause transmission, by way of telephone 24, of a control message 16 causing device 12 to enunciate a specific phrase. For example, the **parent** reminds the **child** to do

homework, go to bed, brush teeth, or provides any of a variety of messages possibly more readily accepted and followed when provided by a friendly toy character. The **parent** uses device 12 to deliver such messages from a friendly source, i.e., device 12...

...authoritarian or parental source. Such message delivery by device 12 fosters eagerness to follow message **directions** when also given in conjunction by the **parent**... Thus, the present invention takes advantage of a low cost, low power consumption radio signal...

...establish a one-way communication link with such devices as education and entertainment toys for **children**... The invention integrates device 12 into current real world events or current or upcoming television...